



# ILLUSTRATED INDEX

\$2.00  
CANADA  
\$2.95  
No 1

# ALL STAR Comics



Howell '87

# **The All-Star Index**

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*Dedicated to the memory of*  
**Gardner F. Fox**

# ALL-STAR Index®

## EDITOR'S NOTE

It should be noted that *The All-Star Index* differs from previous volumes in the DC Index series, in that more than one comics series will be indexed under this title.

This will be, in a sense, our index to Earth-2, the parallel dimension where the Justice Society of America and most of DC Comics' other Golden Age characters once dwelled, and which was wiped out of independent existence in the recent *Crisis on Infinite Earths* series.

In addition to both the 1940s and 1970s runs of *All-Star Comics*, the JSA's own title, we will be covering the issues of *Leading Comics* featuring the Seven Soldiers of Victory, *All-Star Squadron*, *Freedom Fighters*, *Steel the Indestructable Man*, and virtually every other comic from the 1960s to the present which featured the Earth-2 characters in their own strips. Exceptions will include *The Spectre*, a title which has recently been revived and may yet warrant its own separate index, *Infinity, Inc.*, which will definitely receive such an index, and *Young All-Stars*, which is still forthcoming at this writing.

Of course, the 1940s heroes' individual adventures in the Golden Age must wait for our indexes to *Flash Comics*, *All-American Comics*, *More Fun Comics*, et al.

—Murray R. Ward, Editor

## ALL-STARS IN MY EYES

*A Personal View*

by Roy Thomas

"Write a few hundred words about *All-Star Comics*," they tell me.

Might as well ask scholar A.L. Rowse to sum up his thoughts on Shakespeare in a couple of pages, or the late Will and Ariel Durant to take a few minutes and tell you what they think of Western civilization.

The subject matter (and my thoughts thereon) will of course be considerably less profound, but no less painfully condensed, for all that.

Someone—probably *many* someones—has said that the "Golden Age of Comics" is seven. Undoubtedly true in the 1940s and 50s, when that was close to the median age of comic-book readers.

Myself? From ages five through ten or so, I had lots of favorites: Captain Marvel (and all the little Marvels), Plastic Man, Doll Man, the Timely Triumvirate of Captain America/Human Torch/Sub-Mariner, and any other number of DC super-heroes from Hawkman through Captain Comet. . . , with a sideways nod to Albert and Pogo in *Animal Comics* and those great early days of the Kurtzman *Mad*.

# Synopsis: The Justice Society of America

But towering over all of these in terms of concept if not always in execution was *All-Star*.

So far as I can tell, my love affair with the Justice Society of America began at the age of four and a half, in 1945, with either *All-Star* #24 or #25—coincidentally just when Green Lantern and the Flash returned to the fold near the end of World War Two.

*All-Star* wasn't quite the first comic I read...or rather, that I had my mother read to me, until I could begin a few months later to follow the stories on my own. But from the moment I became aware of the JSA until this very day—long after I have become fully aware of the book's undoubted flaws—there has never been an instant when *All-Star Comics* hasn't been my all-time favorite comic-book title...the one I'd rescue from the proverbial raging fire...and by far the most influential in my life.

And why not? After all, it was the Julius Schwartz revival of Flash, Green Lantern, and finally the Justice Society itself (as the *Justice League*) which reawakened my half-slumbering interest in comics during my college days in the late 1950s and early 60s.

It was the first super-hero comics fanzine, *Alter Ego*, founded by ultra-JSA fan Dr. Jerry Bails with a bit of help from yours truly, which drew me further into this arcane field.

And it was JLA editor Julius Schwartz and Gardner F. Fox (the original writer of both the JSA and the JLA), as much as anyone, who encouraged me to break into the comics field in the mid-60s.

Heck, even while ensconced at Marvel for a decade and a half, my favourite super-hero assignment was always *The Avengers*—which I remodeled after the JSA by sneaking Thor, Cap, and Iron Man back into the group when Stan Lee wasn't looking. And what were *The Invaders* and the short-lived *Liberty Legion* but attempts to do a Marvel JSA back in WWII?

Few who know my work and my obsessions will be surprised to learn that back in the mid-70s I even served as gadfly to my good friend Gerry Conway, who revived *All-Star Comics* with a few modern twists of his own.

Small wonder then that, in the 1980s at DC, my greatest enthusiasm has been reserved for creating the *All-Star Squadron* (a group so huge even the JSA was engulfed by it), *Infinity, Inc.* (about the offspring of JSAers), and more recently *The Young All-Stars*, featuring a new crop of vintage heroes joining the Squadron.

Along the way I've dreamed of doing a special fanzine all about *All-Star*, building on the original index done by Jerry Bails years back. I've even spoken with DC's executives about it on more than one occasion.

So now along come Lou Mougin and the folks at Eclipse to steal my thunder.

Am I unhappy about it? Not a bit.

Because now, without taking time away from my own work, I can simply sit back and enjoy reading the fruits of their labors, aware that today's history-unconscious comics

fans will finally have access to a good capsule look at a super-group that goes back further than the Kennedy era...one which *The Comic Book Price Guide* has correctly called "a breakthrough concept, second in importance only to the creation of the super-hero."

Without taking any comics out of file cabinets, or my bound volumes of *All-Star* #1-57 off my bookshelf, I'll be able to relive the most memorable moments of the Justice Society:

The gathering of heroes at a New York hotel for their first real meeting (with Sandman putting the other guests to sleep so they wouldn't be disturbed);

The moving 1944 story in which six JSAers went back in time to help a man relive his life and cleanse his soul of guilt before he died;

Those inventively-conceived dreams with which the Brain Wave drove the All-Stars mad (nor will I ever forget the panel of the Atom casually reaching up to pull at a light cord dangling from an overhead cloud, so that the sun would come out and dry him off—a perfectly reasonable thing to do, in a dream);

That wonderful run of books from #33-41, in which the JSAers first encountered Solomon Grundy, the Wizard, Per Degaton, an invasion from Fairyland, villains from history, Black Canary, the Stream of Ruthlessness, juvenile delinquency, and no less than two *Injustice Societies*;

The day when the JSA saved young Edmund Blake from dying of despair by showing him his future accomplishment (as inspirational in its way as "It's a Wonderful Life");

And finally, that ultimate encounter with the Key in #57 (with its ironical title, "The Mystery of the Vanishing Detectives");

Not to mention all the magical moments since then created by people like Schwartz, Fox, Sekowsky, Conway, Wood, Levitz, Buckler, Ordway...and even some guy named Thomas.

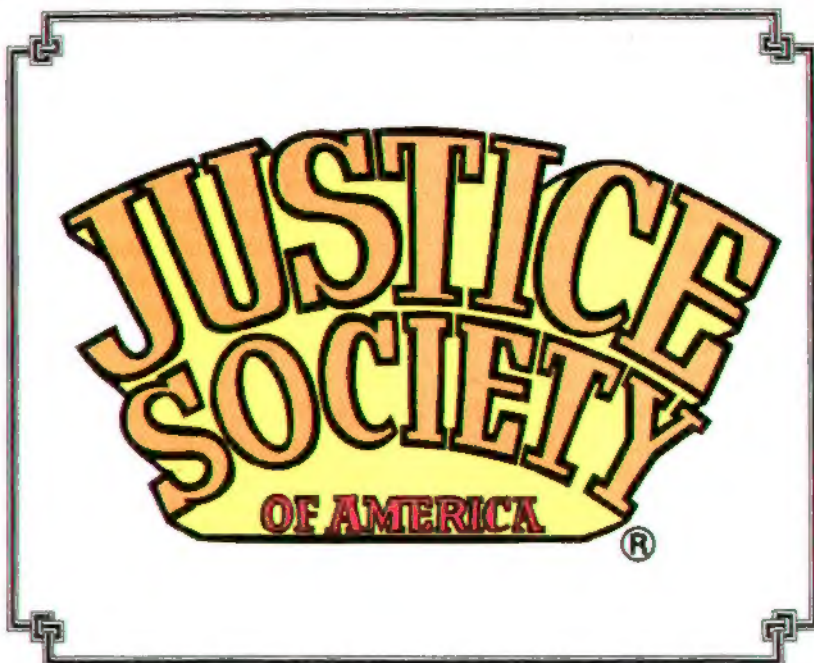
What can I say but "Thanks"?

Thanks for putting together *The All-Star Comics Index*—and thanks for letting me write the intro to this, its first issue.

I owed such a tribute, and more, to this brainchild of Gardner Fox and original editor Sheldon Mayer.

And so, whether they realize it or not, does all of comics fandom.

# Synopsis: The Justice Society of America



## SYNOPSIS: THE JUSTICE SOCIETY OF AMERICA

The Justice Society of America was the first conglomerate super-hero team in comics. Debuting in the Winter 1940 issue of *All-Star Comics*, the Justice Society was entirely composed of heroes who had their own solo features in other comic books. The concept was new at the time, but it has been imitated to the present day by such teams as the Justice League of America, the Avengers, the Defenders, and the Mighty Crusaders. In fact, since Marvel's Fantastic Four was created with the influence of the Justice League in mind, the entire Marvel Comics Group of the 1960s may be indebted obliquely to the Justice Society.

### PART ONE

#### "AS IT WAS IN THE COMICS..."

This is the way it began:

In December 1940, almost exactly a year before America's entry into the Second World War but fifteen months after Britain's involvement, two men met in the White House. One was Smythe, an emissary from William Stephenson, codenamed "Intrepid," Chief of British Security Coordination, and the other was President Franklin Delano Roosevelt. Smythe had come to warn the President that, within weeks, Adolf Hitler planned to invade England. Britain needed help only the Americans could give. Roosevelt expressed his wish to help, but was mindful of his promise to the American people that he would not lead the nation into war unless it was attacked.

However, perhaps there was another way.

Roosevelt produced a top secret file with photographs and dossiers of several costumed "mystery men," many of whom were endowed with superhuman powers. They were the only aid he could offer Britain...but perhaps they would be enough.

The Batman, the Green Lantern, and the Flash were contacted through the office of Police Commissioner Gordon of Gotham City, where Batman and GL made their homes. Together they received information from Smythe that sent them to Glasgow to attempt to thwart the plans of master Nazi scientist Helmut Streicher. The three heroes were captured, but not without coming to the attention of Dr. Fate, who recruited first Hourman, then Sandman, Hawkman, the Atom, and the Spectre for a double-mission: to rescue the heroes from Hitler's hands in Berlin, and to thwart the invasion of England. Both objectives were attained.

However, Hitler had already sent a long-range bomber towards Washington, D.C., and a horde of mystically summoned Valkyries followed it to ensure the completion of its mission to blow up the White House. At the last moment, Superman appeared to smash the plane and catch the bomb, with the aid of Dr. Fate, while the Atom protected Roosevelt from a Valkyrie's attack. The warrior-maidens, defeated, faded from the mortal plane.

The ten heroes stood assembled, and the President suggested they band together as an army regiment. Superman, averse to a military connection, demurred. The Spectre advised the heroes that they had to remain together in order to fight the even greater battles that lay ahead of them in the war. Superman, conceding, said, "We're not part of any army. We fight only in the cause of justice...and that'll give us our name...the Justice Society of America!"

So it began.

The Justice Society remained a team throughout the entire decade, and for a few years into the next. On behalf of the government, they broke up crime cartels and spy rings. They fought master villains who threatened to take over the world.

On the day of the Pearl Harbor bombing, all the Justice Society members and many other super-heroes were drawn into action against Per Degaton's attempt to destroy them

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and conquer the Earth. The heroes managed to defeat Degaton, and directly afterward, intercepted a radio broadcast in which Eleanor Roosevelt, on behalf of the President, asked the nation's costumed heroes to join together as an "All-Star Squadron" for the duration to protect the home front. The mystery-men agreed on the spot, and the All-Star Squadron, which encompassed virtually all the super-heroes on Earth, was born.

Not long afterward, the Justice Society members joined the service in their civilian identities and, as super-heroes, formed the Justice Battalion. The JSA and the All-Star Squadron saw the war through to its end, whereupon, presumably, the All-Star Squadron disbanded. The Justice Society remained intact and battled criminals, super-villains, and alien invaders for years to come. New members joined, old members retired, and former members returned to the ranks. Johnny Thunder, Starman, Wildcat, and Mr. Terrific served tours of duty with the team. Dr. Mid-Nite, Wonder Woman, and Black Canary, together with charter members Flash, Green Lantern, Atom, and Hawkman made up the roster as the 1940s drew to a close.

In 1951, the loyalty of the Justice Society members to the United States was questioned by one Senator O'Fallon, head of the Combined Congressional Un-American Activities Committee. If they were good Americans, contended O'Fallon, they had nothing to hide, and so they would not mind unmasking before himself and the public. Disgusted, and with many of their members on the verge of marrying and settling down anyway, the Justice Society refused, and retired. Only Superman, Batman, and Wonder Woman remained active throughout the 1950s, although all three were soon married. By 1963, all of them were in superheroic retirement.

This was in direct contrast to events taking place on an alternate plane of reality, where super-powered heroes were just beginning to come into existence. On Earth-1, as opposed to the Earth-2 of the JSA, such heroes as Superman, Batman, Flash, Green Lantern, Wonder Woman, Aquaman, and the Martian Manhunter had first banded together as the Justice League of America in 1960, and were entirely unknown to their counterparts in the similarly-named Justice Society. Not so the reverse, however, as the Justice Society members and most of the super-heroes of Earth-2 were known on Earth-1 as comic-book characters, thanks to certain comics writers who were able to "tune in" on Earth-2 events in their dreams.

Finally, the Flash of Earth-1 met his Earth-2 namesake in the classic story, "Flash of Two Worlds," in *The Flash* #123. Shortly thereafter, the immortal schemer Vandal Savage kidnapped six of the retired JSA members, who were then freed by the Flash and his counterpart, and this in turn led to the reactivation of the Justice Society itself.

With the existence of two Earths becoming known among super-beings of both worlds, it was only a matter of time until villains of both Earths combined. This happened when the Fiddler took himself and two comrades to Earth-1, where

they teamed with three Earth-1 super-criminals to become the Crime Champions. They succeeded in trapping the Justice League and the Justice Society within their respective headquarters, and imprisoning the Flashes in their hideout between the Earths, but the JLA succeeded in contacting the Flash and, through magical means, transported the Justice Society to their Secret Sanctuary. After the two teams met, Dr. Fate returned the favor by sending the JLA to the Justice Society's headquarters. Neither team was bound by the restraints on the other, and both were free to battle their respective villains.

At the end of that adventure, both Justice League and Justice Society resolved to team up again if the danger they faced became great enough. That they did, year after year, at approximately the same time. Often they were joined by a third super-group, such as the Seven Soldiers of Victory, the Freedom Fighters, the Squadron of Justice, the Legion of Super-Heroes, or the New Gods, and discovered still other parallel Earths, such as Earth-3, Earth-X, Earth-S, and Earth-Prime.

The Justice Society took on more new members in their renewed existence, first Robin, who replaced an inactive Batman, then the second Red Tornado, an android created by the villainous T. O. Morrow. In 1976, they were joined by two members of a youthful "Super-Squad": Superman's cousin Power Girl, and the Star-Spangled Kid. Batman's daughter, the Huntress, was inducted not long thereafter. Tragically, there were also deaths, first Black Canary, then Batman, then Mr. Terrific, and finally, Robin and the Huntress.

In 1985, *Crisis on Infinite Earths* was published. This story merged all the Earths of the DC multiverse into one, from the beginning of time, and eliminated several of the Justice Society's key members from history, including Superman, Batman, Robin, the Huntress, Wonder Woman, and non-members Aquaman, Green Arrow, and Speedy. It should be noted that, as is the case with the entire series of DC Indexes, the events chronicled herein are described as they happened in the DC multiverse, not as they happened in the single universe resulting from *Crisis on Infinite Earths*.

Following the Crisis, the Spectre summoned his remaining Justice Society comrades to save the Earth by taking part in a never-ending Ragnarok, in which the majority of the JSA was lost to the new Earth. Their survivors, and their successors in Infinity, Inc., were left to carry on.

## PART TWO

### "MEANWHILE, BEHIND THE SCENES..."

For those of us who live in a world where JSA and JLA alike are "merely comic-book characters," it happened like this:

As noted above, the Justice Society of America debuted in *All-Star Comics* #3, the creation of editor Sheldon Mayer and writer Gardner Fox. What the exact creative spark was remains unknown, but heroes from other titles had been

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appearing in solo-strips in the first two issues of *All-Star Comics*, so combining them into a team may simply have been the next logical step. Since the first JSA story merely consisted of the heroes meeting for dinner and swapping yarns about their recent exploits, it is likely that the stories of the individual heroes were originally intended as solo outings, and were redrawn slightly to make them fit into a combined narrative.

The team's origin was not told in that story, nor in any issue of the original run of *All-Star Comics*. That tale had to wait thirty-seven years to be told, in the pages of *DC Special #29*, which related how America's "mystery-men" were called together to thwart Hitler's attempted invasion of Britain. This was the Justice Society's first "continuity implant," as it related an untold story of their wartime adventures, a practice since continued in *All-Star Squadron* and *Young All-Stars*.

The original roster of the Justice Society included two characters each from four of DC Comics' anthology books: the Flash and Hawkman from *Flash Comics*, the Green Lantern and the Atom from *All-American Comics*, the Sandman and Hourman from *Adventure Comics*, and the Spectre and Dr. Fate from *More Fun Comics*. Mentioned but absent from the outset were Superman and Batman, who were already appearing in their own quarterly comics besides the monthly *Action Comics* and *Detective Comics*, thus establishing the policy that heroes popular enough to be awarded their own comic books would be honorary, non-attending members of the JSA.

Despite these formalities, the group's first meeting was crashed first by Johnny Thunder, that least serious denizen of *Flash Comics*, and then by the original Red Tornado, the comical crusader from the "Scibbly" strip in *All-American Comics*, who made no other JSA appearances. Johnny, however, continued to hang around with the team until he was made an official member in issue #6, as the Flash was awarded his own title, *All-Flash*. Flash thus had to be replaced in the roster by another character from *Flash Comics*, as well as being succeeded as chairman by Green Lantern. GL held the gavel for only one issue, though, as he too was voted his own comic, replaced in the JSA by a fellow *All-American* hero, Dr. Mid-Nite, and handed over the chairmanship duties to Hawkman. At the same time, Hourman took what turned out to be a permanent leave-of-absence, and was replaced by another *Adventure Comics* hero, Starman. Here the formula gave way, however, as Hawkman failed to graduate to his own title and thus remained to preside over every JSA meeting for the remainder of the series.

*All-Star Comics* #8 was a most unusual issue on more than one count. Not only did the JSA lineup change and the chairmanship change hands, but the Justice Society also guest-starred in the "Hop Harrigan" text feature. Curiously, the entire roster of the JSA appeared in this minor adventure, including all four honorary members, Superman, Batman, Flash, and Green Lantern. Also in the same issue was a special feature, the first appearance and origin of Wonder

Woman, which for some reason was published here rather than in *Sensation Comics*, the title in which she was to become the lead feature.

The next new member was also the next to attain a comic of her own, as Wonder Woman joined the group and graduated to honorary status at the same time. Perhaps feeling a bit awkward about kicking their first distaff member upstairs when they had only just welcomed her to the group, the JSA voted her their permanent secretary, which allowed her to attend meetings, but not always to participate in cases. An exception occurred in issue #13, when Dr. Fate was absent, thus leaving room for the Amazon Princess to star in an adventure of her own.

In the mid-1940s, the All-American portion of the DC line, which included *All-Star Comics*, temporarily split off from DC proper, which retained its two big stars, Superman and Batman. This bit of company politics, together with shrinking page counts, played fast and loose with the Justice Society roster, as the members who called *More Fun Comics* and *Adventure Comics* home began to disappear. With issue #21, Sandman and Dr. Fate inexplicably vanished from the lineup. By issue #24, Spectre and Starman were likewise gone, and were replaced for that one case by Wonder Woman's fellow *Sensation Comics* regulars, Wildcat and Mr. Terrific, who were in turn replaced at the story's end by Flash and Green Lantern, both of whom returned from honorary status. Issue #27 saw Wildcat back, this time sitting in for the absent Atom. The Atom missed only one other meeting, in issue #36, when he and Johnny Thunder were replaced by Batman and Superman, respectively, their presence signalling that DC was once again a single unit.

The membership stabilized again after that, with the exception of Johnny Thunder. In his own strip, his magical Thunderbolt helper was taking a back seat to his new co-star, the lovely Black Canary. The Thunderbolt soon quit showing up in *All-Star Comics* as well, while Black Canary guest-starred in issue #38, and soon took Johnny's place both as a feature in *Flash Comics* and as a member of the Justice Society. The lineup of Hawkman, Atom, Flash, Green Lantern, Dr. Mid-Nite, Wonder Woman, and Black Canary then continued through the end of the original run of *All-Star Comics*, in issue #57, February-March, 1951.

The original format of the JSA stories, which *All-Star Comics* followed through its wartime years, included an introductory chapter in which the characters appeared together and were informed of the task that lay before them, a number of solo chapters featuring the individual heroes on their own, drawn by their regular artists, and a concluding chapter, in which the heroes banded together again to finally achieve their objective. This format was standard until the aforementioned shrinking page counts forced the creators to team the heroes in twos or threes, and only three chapters appeared per story.

The scripter of the first 32 Justice Society stories was Gardner Fox, who created the Wizard and the Brain Wave, among others, and was famed for his "moralistic" stories,

# Synopsis: The Justice Society of America

pitting the JSA against racial and religious prejudice, teaming them up with handicapped youngsters, and pointing out the importance of the war effort. His immediate successor was John Broome, who scripted issues #35 and #39-57, and who specialized in science-fiction menaces. Robert Kanigher wrote *All-Star Comics* #36-38, scripting the only prominent appearance of Superman and Batman in the original run, and creating the JSA's evil counterpart, the Injustice Society of the World.

Mention must also be made of the artists who contributed to the 55 JSA stories in the Golden Age. Too many of them were involved to give a detailed description of the contribution of each, but many fine pencil- and brush-wielders graced the *All-Star* pages, including Jack Burnley, Jack Kirby, Joe Simon, Martin Nodell, Sheldon Moldoff, Harry G. Peter, Alex Toth, Joe Kubert, Carmine Infantino, and Irwin Hasen.

The 1940s passed, and with them passed the Golden Age. By the end of the Justice Society's run, all of its active members, save Wonder Woman, were appearing only in *All-Star Comics*. Finally, in 1951, that, too, was denied them, as the comic became *All-Star Western* and continued under that title for ten more years.

For a dozen years, the Justice Society of America remained in limbo.

Starting in 1956, editor Julius Schwartz began reviving DC's 1940s heroes in new guises, with an entirely different Flash, Green Lantern, Atom, and Hawkman. In 1960, he and JSA co-creator Fox brought all of DC's then-current heroes together in the Justice League of America, starting in *The Brave and the Bold* #28. From that point on, it was almost inevitable that the Justice Society would make a return appearance. The Flash teamed up with his Golden Age counterpart in 1961, and various "teaser" appearances of the JSA members showed up in various Schwartz books. In *The Flash* #137, seven Justice Society members turned up in the story, six of them as captives of Golden Age villain Vandal Savage.

Finally, in *Justice League of America* #21, the Justice Society guest-starred en masse in a two-part Justice League story that combined the teams against nemeses from both Earth-1, the world of the JLA, and Earth-2, the JSA's homeworld. Sales were so gratifying that editor Schwartz made the JLA/JSA conjunction an annual event, which continued for 23 years.

The appearances of the champions of the 1940s with the JLA won the attention of Silver Age fans, who wanted to see more of the Justice League's predecessors. Though Schwartz was wary of overexposing the Justice Society by awarding them their own title, he did allow individual JSA members to team up with their modern counterparts frequently in the latter's own books. He also oversaw two double-issue team-ups of Justice Society heroes: Dr. Fate and Hourman in *Showcase* and Starman and Black Canary in *The Brave and the Bold*. A third team-up, featuring Sandman and Dr. Mid-Nite, was planned, but never appeared,

and a third Dr. Fate and Hourman story was written but never illustrated. The Spectre, another JSA alumnus, was given a three-issue tryout in *Showcase* and, had his own short-lived title, but, for the most part, Justice Society members subsisted as guest-stars in other heroes' titles.

This changed in 1976, when Gerry Conway helped bring about the revival of *All-Star Comics*. Continuing its numbering from the last Justice Society issue of the old series, the new *All-Star Comics* presented brand-new Justice Society stories set in the present day. Conway created Power Girl, Supergirl's Earth-2 counterpart, and teamed her, the Star-Spangled Kid, and Robin into a "Super-Squad" of younger heroes which ended when Power Girl and the Kid were admitted, like Robin, into the JSA proper. The Huntress, Batman's daughter, also won membership not long afterward.

The new *All-Star Comics* was cancelled after seventeen issues, but the Justice Society continued its new adventures in *Adventure Comics* #459-466. During this time, a never-before-revealed origin story for the Justice Society was printed in *DC Special* #29, and the annual JLA/JSA teamups continued in *Justice League of America*. After the cancellation of the JSA's *Adventure Comics* series, they appeared mainly in JLA/JSA teamings... for a time.

In 1981, Roy Thomas, a longtime fan of the JSA, came to DC and created the new *All-Star Squadron* series, consisting of untold World War II-era stories of the Justice Society and other Earth-2 heroes of that time, including the Seven Soldiers of Victory, the Freedom Fighters, and a horde of former independents. The title proved popular enough to spin off another book, *Infinity, Inc.*, which chronicled the adventures of a team composed mostly of the JSA's offspring, and (until recently) it featured extensive JSA guest appearances. A four-issue mini-series, *America vs. the Justice Society*, also was published, detailing the Justice Society's attempts to refute the false charges of Batman's diary that they were Nazi sympathizers in World War II.

Finally, the events of *Crisis on Infinite Earths* combined DC's parallel Earths into one and radically altered the history of the JSA, eliminating several prominent members, and the *Last Days of the Justice Society Special* disposed of those remaining, with the exceptions of Dr. Fate, Power Girl, and the Star-Spangled Kid. Fate has since joined the revitalized Justice League, Power Girl has only recently discovered her true origins, and the Kid, now renamed Skyman, is currently a member of Infinity, Inc.

This is the general outline of the Justice Society's history. What will follow are the details—the forty-six-year story of the first, and perhaps the greatest, super-hero team of all.

## Addendum

As this Index went to press, we were saddened to learn that Gardner Fox, co-creator of the Justice Society, the Flash, Hawkman, and so many other great heroes, had passed away at age 75.

This Index is respectfully dedicated to his memory.

# Synopsis: The Justice Society of America

## THE MEMBERSHIP OF THE JUSTICE SOCIETY OF AMERICA

The brief career synopses below are concerned mainly with the Justice Society careers of the various members. More detailed synopses of the individual super-heroes will be found in the volumes of this index pertaining to the heroes' solo series.

### 1. SUPERMAN (Clark Kent; born Kal-L of Krypton-2); Charter and Honorary Member

First appearance: *Action Comics* #1, June 1938

Origin: *Action Comics* #1

Base of operations: Metropolis

Membership: *All-Star Comics* #3 through #57 (appears only in #7, 8, and 36); *Justice League of America* #73 to *Crisis on Infinite Earths* #12

Last appearance: *Crisis on Infinite Earths* #12



Synopsis: Superman was born Kal-L, son of Jor-L and Lora of Krypton, a distant giant planet which orbited a red sun. When Krypton's unstable uranium core threatened to explode, Jor-L, a leading scientist, built a rocket which would carry his son to Earth using a space-warp drive. Kal-L landed on Earth near a town called Smallville, where a farming couple, John and Mary Kent, discovered him and adopted him, naming him Clark.

Young Clark discovered that he had superhuman strength, speed, and senses which far surpassed the abilities of normal Earthmen. He was trained in the use of these abilities by a time-and-dimension-lost Superboy of Earth-1, although Kal-L himself had no Superboy career. Finally, after his parents died, Clark Kent created the identity of Superman, in which he could use his mighty powers for justice, while he became a reporter for the Metropolis Daily Star in his civilian identity.

Superman quickly became the most famous super-hero in the world, and was on hand to foil the bombing of Washington, D.C. in the first Justice Society adventure, wherein he even suggested the name for the team. However, due to a heavy caseload of his own, Superman only participated in a handful of cases with the Justice Society and All-Star Squadron. In the early 1950s, he finally married Lois Lane, a fellow reporter from the Daily Star, and not long afterward Clark Kent became the Star's editor.

Superman was one of the few super-heroes allowed to operate unmolested by the government during the "witch-hunting" of the 1950s, but by the 1960s, he was in semi-retirement, and waited until 1969 to participate in a Justice Society case, in which he met Superman of Earth-1, who became a close friend, for the first time.

Superman was an active participant in the Crisis on Infinite Earths and personally destroyed the Anti-Monitor, after which he, his wife Lois, the Superboy of Earth-Prime, and Alex Luthor of Earth-3 travelled to an unknown world somewhere in the new universe, never to be seen again by their former friends and allies.

### 2. THE BATMAN (Bruce Wayne); Charter and Honorary Member

First appearance: *Detective Comics* #27, May 1939

Origin: *Detective Comics* #33

Base of operations: Gotham City

Membership: *All-Star Comics* #3 through #57 (appears only in #7, 8, and 36); *Justice League of America* #82 to *Adventure Comics* #462

Last appearance: *Adventure Comics* #462



Synopsis: After young Bruce Wayne's parents were gunned by holdup man Joe Chill, he vowed to devote his life to fighting criminals, and became a master of all aspects of criminology and a specimen of physical perfection. He was inspired by a bat flying through his open window to design a

# Synopsis: The Justice Society of America

disguise—the costume of the Batman. Thus began a career that was to make the Batman, despite the presence in town of several super-powered rivals, the master crimefighter of Gotham City.

Originally, Batman carried a gun and sometimes took the lives of criminals, but changed his *modus operandi* soon after taking on orphaned Dick Grayson as his partner, Robin. In 1940 the Batman was among the three costumed heroes chosen by the President to help thwart Hitler's planned British invasion, and thus became one of the founding members of the Justice Society. However, he played little of an active role in the Society's cases, having a heavy caseload of his own to deal with, mostly fighting recurring nemeses like the Joker, the Penguin, Catwoman, and Two-Face.

In 1955, Batman married Catwoman (Selina Kyle, in civilian life) and went into semi-retirement, devoting his Bruce Wayne career to involvement in local politics and eventually becoming Police Commissioner of Gotham City. His wife bore him a daughter, Helena, later to become the Huntress.

After Catwoman died in 1978, Bruce swore never again to become the Batman. Under the influence of the Psycho-Pirate, he even worked against the Justice Society, and paroled one of their most notorious nemeses, Per Degaton. After his liberation from the Pirate's control, he wrote a phony diary which eventually put the JSA on Degaton's trail.

By 1979, Bruce Wayne had learned that he was dying of cancer, but before the disease could finish him, he went into action as the Batman one last time to battle Bill Jensen, a superhuman pawn of sorcerer Fredrick Vaux, and died in the conflict.

The Batman has an Earth-1 counterpart who has been a member of both the Justice League and the Outsiders. Curiously, they were the only two JSA-JLA doppelgangers who never met.



The government called on the Flash, along with Batman and Green Lantern, to help thwart Hitler's attempted invasion of England in 1940, and thus the Flash became a founding member of the Justice Society. He hung up his costume in 1951 along with the rest of the JSA, but was brought out of retirement in 1961 when Barry Allen, the Flash of Earth-1, accidentally crossed over into his Earth and aided him in a battle against three of his old foes. The two Flashes worked together on several subsequent occasions, and in one of these cases the Justice Society was kidnapped by Vandal Savage and saved by the twin-Flash team. As a result, the JSA began semi-regular meetings again, and the Flash and his Earth-1 counterpart played a crucial role in the first JLA/JSA teaming.

The Flash later revealed his secret identity to the world. In 1986, he passed beyond the mortal plane in the Justice Society's last case.

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### 3. THE FLASH (Jay Garrick); Charter and Honorary Member and 1st Chairman

First appearance: *Flash Comics* #1, January 1940

Origin: *Flash Comics* #1

Base of operations: Keystone City

Membership: *All-Star Comics* #3 through #57 (chairman in #3-6; honorary member in #7-23, appearing only in #7, 8, and 10); *The Flash* #137 to present

Last appearance: *Last Days of the Justice Society Special* #1

Synopsis: Jay Garrick, college student, was hospitalized after accidentally inhaling "hard water gases" in a laboratory. Upon his recovery, he discovered that the gases had given him the power to move at super-speed. He became the Flash in order to save the father of his girlfriend, Joan Williams, from criminals, then continued his new double life as a super-hero. His true identity was known only to Joan, whom he would later marry.

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### 4. THE GREEN LANTERN (Alan Ladd Wellington Scott); Charter and Honorary Member and 2nd Chairman

First appearance: *All-American Comics* #16, August 1940

Origin: *All-American Comics* #16; amended in *Green Lantern* (second series) #112

Base of operations: Gotham City

Membership: *All-Star Comics* #3 through #57 (chairman in #7; honorary member in #8-23, appearing only in #8 and 10); *The Flash* #137 to present

Last appearance: *Last Days of the Justice Society Special* #1

Synopsis: Several million years ago, in the parallel universe of Earth-1, the Guardians of the Universe gathered up most of the magical energy extant and confined it in a globe of power they called the Starheart, then sent it into the Earth-2 dimension, so that their own cosmos would primarily be one ruled by scientific law.

# Synopsis: The Justice Society of America

At some point the Starheart became sentient, and a small part of it, in the form of a meteor, fell on ancient China. The meteor cracked open, and a strange liquid green metal poured forth, prophesying to the people who gathered around it that it would "blaze forth" three times: first, to bring death; second, to bring life; and third, to bring power. A lantern maker named Chang gathered up the molten metal and fashioned it into a lamp, but the fearful populace killed him. In retaliation, the green lantern sent forth a light that killed the murderers.



Later, the lantern found its way across the sea, to 20th-century America, where it was given to an inmate of an insane asylum who worked in metal. He reworked the lamp into a modern train lantern, and the lantern blazed forth again, curing him of insanity and thus giving him a new life.

Finally, in 1940, the green lantern was present on a train which engineer Alan Scott and others of his company were riding across a newly-built trestle. The trestle, weakened by sabotage, collapsed, and everyone aboard the train was killed. Alan Scott was spared when the lantern blazed forth its third time, relating its history and promising to bring Scott power this time, if he fashioned a ring from the Lantern's metal and touched it to the lantern once every 24 hours. The ring would endow him with magical power so long as his will power was sufficient, and would give him the ability to create any object he could imagine with its green ray.

Alan Scott proceeded to bring the saboteur, the head of a rival construction firm, to justice. He then fashioned a costume and called himself the Green Lantern, after the power lamp, and began a distinguished crimefighting career. Later, Alan Scott became a radio announcer on Station WXYZ in Gotham City, and by the 1960s was owner of the Gotham Broadcasting Company, though financial reverses in the 1970s caused him to lose it.

In November 1940, Green Lantern was one of three heroes called in by the government to thwart Hitler's attempted invasion of England, and thus became one of the founding members of the Justice Society. He took part in many of their prewar and post-war cases, spending the duration in uniform in the U.S. Army and as a member of the All-Star Squadron.

Green Lantern retired in 1951 along with most of the JSA but returned to action after being kidnapped along with several other members by Vandal Savage in 1963. In the late 1960s, he briefly married Rose Canton, actually the Jekyll-Hyde villainess known as the Thorn, and unknown to himself, fathered two children who would later become Jade and Obsidian of Infinity, Inc.

In 1985, during the Crisis on Infinite Earths, Green Lantern finally married Molly Mayne, his secretary and rival of many years as the costumed Harlequin. Not long afterward, he was taken from the mortal plane in the last case of the Justice Society.

Green Lantern not only has an Earth-1 counterpart (Hal Jordan) in the Justice League, but can be said to have many counterparts, all members of the Green Lantern Corps in that cosmos. His daughter Jade has powers very similar to his, as well as his inability to affect wood.

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## 5. THE HAWKMAN (Carter Hall); Charter Member and 3rd Chairman

First appearance: *Flash Comics* #1, January 1940

Origin: *Flash Comics* #1

Base of operations: New York City

Membership: *All-Star Comics* #3 through #57 (chairman in #8-57); *The Flash* #137 to present

Last appearance: *Last Days of the Justice Society Special* #1



# Synopsis: The Justice Society of America

**Synopsis:** In ancient Egypt, the noble prince Khufu and his lover Shiera were murdered by the false priest Hath-Set during the latter's play for power, but with his last breath, Khufu prophesied that they would both live again someday, and that then he would be the victor.

In 1940, in America, Khufu's prophecy came true. He had been reincarnated as Carter Hall, a research scientist, archaeologist, and collector of ancient weapons, and the sight of an ancient Egyptian sacrificial knife sent him into a trance in which he relived the last battle of Khufu and Hath-Set. Waking, Hall soon encountered Shiera Sanders, the modern incarnation of Khufu's lover, and Anton Hador, the evil scientist who was the modern counterpart of Hath-Set.

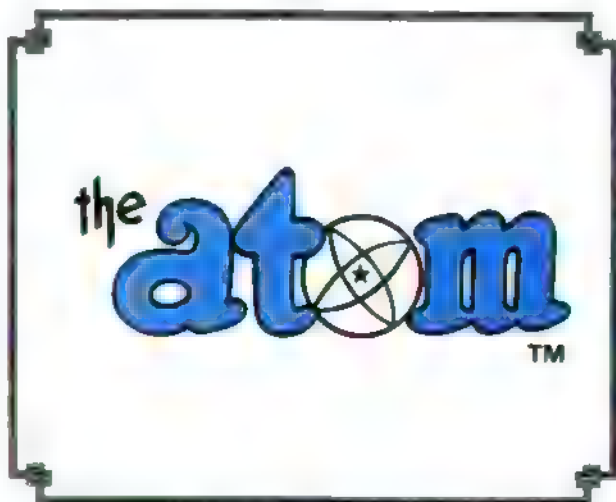
However, Carter Hall was now prepared to do battle, having discovered a mysterious "Ninth (or Nth) metal" which allowed him to defy gravity, and having fashioned a winged hawk-costume in the image of the Egyptian deity Anubis, whose pinions allowed him to control his direction of flight. As the Hawkman, Hall faced and defeated Anton Hador, although the two foes would meet again.

Hawkman vowed to continue his crusade against evil, using ancient weapons such as maces and crossbows against modern criminals. Later, Shiera donned the costume of Hawkgirl to fight at his side, and by the 1960s the two had been man and wife for some time. They produced one son, Hector Hall, who became Infinity, Inc.'s Silver Scarab in the 1980s, and Northwind of Infinity, Inc. is their godson.

Hawkman and Hawkgirl (who never became a formal JSA member, though she did join the All-Star Squadron) retired from active crime-fighting in 1951, but Hawkman returned in 1963 after his capture by Vandal Savage, and remained a staunch JSA member until both he and Hawkgirl passed beyond the mortal plane in the JSA's last case.

Both Hawkman and Hawkgirl have Earth-1 counterparts in Katar Hol and Shayera Thal, the alien Hawkman and Hawkwoman of Thanagar, who are former members of the Justice League.

Morgan hoped to cash in on Al as a star athlete, but Pratt decided to put his power to better use as Calvin City's resident costumed crimefighter, the Atom.



In November of that same year, the Atom was summoned by Dr. Fate to help thwart Hitler's attempted invasion of England, and saved President Roosevelt from assassination by shielding him with his own body. He then joined with the other heroes of that gathering in forming the Justice Society of America, and served on almost all of their 1940s and 1950s cases. He was also a member of the wartime All-Star Squadron, and it was a result of one of these cases that the Atom gained the power of super-strength in the late 1940s.

After the JSA's retirement in 1951, Al Pratt did not don the colors of the Atom again until Vandal Savage kidnapped him and several other Justice Society members in 1963. He later took part in many cases of the revived Justice Society, while in civilian life he became a professor of nuclear physics at his alma mater. By the 1970s he appeared only occasionally in JSA adventures, as by that time he had married a woman named Mary (possibly the former Mary James). He did participate in the Crisis on Infinite Earths and in the Justice Society's last case, in which he passed beyond the mortal plane forever.

The Atom has an Earth-1 counterpart, Ray Palmer, a former member of the Justice League. Al Pratt is the godfather of Albert Rothstein, alias Nuklon of Infinity, Inc.

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## 6. THE ATOM (Al Pratt); Charter Member

**First appearance:** *All-American Comics* #19, November 1940

**Origin:** *All-American Comics* #19

**Base of operations:** Calvin City

**Membership:** *All-Star Comics* #3 through #57 (appears in all but #27 and 36); *The Flash* #137 to present

**Last appearance:** *Last Days of the Justice Society Special* #1

**Synopsis:** Al Pratt was a 5'2" college student in 1940 when he and his girlfriend Mary James were accosted by a mugger, and Al was powerless to stop him. Rejected by Mary and disgusted by his puny frame, Al chanced to meet Joe Morgan, a coach and trainer who was down on his luck. Inspiration hit them both, and Joe Morgan trained Al Pratt until he had enough physical strength to bend steel bars.

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## 7. THE SANDMAN (Wesley Dodds; name also spelled Dodd); Charter Member

**First appearance:** *Adventure Comics* #40, July 1939

**Origin:** *Secret Origins* (second series) #7

**Base of operations:** New York City

**Membership:** *All-Star Comics* #3 through 21; *Justice League of America* #46 to present

**Last appearance:** *Last Days of the Justice Society Special* #1

# Synopsis: The Justice Society of America

## THE SANDMAN™

**Synopsis:** Wesley Dodds, New York City playboy, was motivated by several factors to end his life of apparent lassitude in April 1939: the appearance of the super-villain, the Phantom of the Fair, at the newly-opened New York World's Fair; the appearance of the Robin Hood-style vigilante called the Crimson Avenger, who was secretly Dodds's friend and sometime rival, Lee Travis; and the feeling that "the sands of time" were running out of his "hourglass."

Worried that the Phantom might make an attempt on the lives of the King and Queen of England, who had come to open the Fair, Wesley Dodds donned a gas-mask, gloves, green business suit, orange hat, and purple opera-cape to become the Sandman. The Sandman encountered the Crimson Avenger and learned his double identity while both of them battled the robot Elektro at the fair the next day, when the automaton, programmed by the Phantom, attempted to attack the royal couple. The Sandman managed to foil the Phantom and the robot, and was given a gasgun which could fire smoke-screens or sleep gas by the Crimson Avenger. The Sandman continued his new career, helped by his girlfriend, Dian Belmont, the daughter of a district attorney, who knew his secret identity.

The Sandman was drafted by Dr. Fate to help thwart Hitler's invasion of England, and thus became a charter member of the Justice Society. Later, he switched to a gold-and-purple skintight costume designed by Dian shortly before her untimely death. Not long afterward, Sandman gained a boy partner, Sandy the Golden Boy, who aided him in several cases with the JSA and the All-Star Squadron.

Some years later, when the Sandman was testing a new silicon weapon, the device backfired and caused Sandy to mutate into a monster which went on a destructive rampage. The Sandman imprisoned the Sandy-thing inside a glass chamber filled with suspended-animation gas, and tore up his gold-and-purple costume in remorse. When he came out of retirement in 1966, he again wore his original gas-masked outfit. Years later, the Sandy-monster was revived when a

crack in his prison let the gas seep out, and revealed that his normal mentality had returned, and that he had the power to absorb earth tremors. The Sandman experienced considerable guilt over Sandy's plight, which led him to consult a psychiatrist who treated him by using hypnosis to cause him to forget his Sandman identity.

In 1982, a vengeful gangster caused Wes Dodds to remember his alter-ego and become Sandman once again, after which he located Sandy, who had fallen into the hands of a villain who hoped to utilize his powers for extortion purposes. After defeating the villain, Sandman devised a method which succeeded in returning Sandy to normal human form, with his earth-tremor power intact.

Not long afterwards, Sandman suffered another stroke which curtailed all his crime-fighting activities, and made him unable to walk without a cane, although he did testify on the JSA's behalf in the Batman Diary Case. Finally, in 1985, the Sandman and Sandy passed beyond the mortal plane in the Justice Society's last case.

The Sandman has an Earth-1 counterpart, Dr. Garrett Sanford, who exists in a dimension populated by human dreams.

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- 8. THE SPECTRE** (Jim Corrigan); Charter Member  
First appearance: *More Fun Comics* #52, February 1940  
Origin: *More Fun Comics* #52-53  
Bases of operations: Cliffland, Gateway City, and New York City  
Membership: *All-Star Comics* #3 through #23; *Justice League of America* #46 to present  
Last appearance: Still active

## THE SPECTRE™

**Synopsis:** Police detective Jim Corrigan was captured by gangster Gat Benson, stuck in a barrel of cement, and dumped in a river. After his death, Corrigan's ghost was told by a mysterious Voice that his mission on Earth was not over. Accordingly, he was allowed to return to Earth to battle crime and evil with supernatural powers, which he first

# Synopsis: The Justice Society of America

used to bring Benson to justice. Corrigan, a ghost passing as human, then created the identity of the Spectre in which he could use his powers more openly. The Spectre's abilities seemed undefinable; he could accomplish anything he thought of, and his powers, though not limitless, grew in scope over time. Eventually, he was given a Ring of Life, which allowed him to raise Jim Corrigan's body from the river and reanimate it, making the Spectre and Corrigan two separate entities.

The Spectre first encountered the super-heroes who were to become the Justice Society of America when he almost single-handedly turned back Hitler's invasion fleet from England in November 1940. He then joined the JSA and aided them in almost all of their early cases. When Jim Corrigan joined the Army to fight the Nazis, the Spectre remained behind and became a nearly-invisible entity, aiding a so-called "super-cop" named Percival Popp. The Ghostly Guardian's career continued at least through V-J Day, and shortly afterward, he was reunited with Jim Corrigan. However, he found himself trapped within Corrigan's body, thanks to the machinations of an evil being known as Azmodus, and was not liberated until 1966, when he fought his "jailer" and Azmodus's master, the sinister Shathan.

In the 1940s, the Spectre often appeared to take the lives of evil men, or at least allowed them to look into his eyes and die of fright, but in 1968, when he rashly killed a mortal gunman and hurt a partner of Jim Corrigan's, he was disciplined by the Voice, and spent a time as custodian of a Journal of Judgment, walking among men and dispensing justice. Soon afterward, the Spectre's essence was dissipated for a time, after he stopped Earth-1 and Earth-2 from colliding. He eventually reformed his spirit body, and found a new host in the Jim Corrigan of Earth-1. His time with the Journal of Judgment seemed to have done little good, for the Spectre was soon slaughtering criminals in imaginative ways at every turn. He rarely saw the Justice Society thereafter, although he was permitted to revive several apparently slain JSA members in a later case.

The longer he existed as a spirit, the more alien in outlook the Spectre became. His temperament finally became so threatening that the Justice Society flatly refused his help in the Batman Diary Case, and vowed to battle him if he endangered their accusers. Nonetheless, he battled the Anti-Monitor in their behalf during the Crisis on Infinite Earths. Finally, after "a small part" of him aided the Swamp Thing and his friends in the aftermath of the Crisis, the Spectre sent the Justice Society into their last case, and passed beyond mortal view for a time.

## 9. DR. FATE (Kent Nelson); Charter Member

First appearance: *More Fun Comics* #55, April 1940

Origin: *More Fun Comics* #67; amended in *Secret Origins of Super-Heroes* 1978

Base of operations: Salem, Massachusetts

Membership: *All-Star Comics* #3 through #21 (appears in all but #13); *Justice League of America* #21 to present  
Last appearance: Still active



**Synopsis:** The origins of Dr. Fate stretch far back into ancient history, perhaps before man. He is the union of a Lord of Order which calls itself Nabu and the human body and mind of Kent Nelson, and as such, is the supreme sorcerer on Earth.

In 1920, Kent Nelson, then a young boy, accompanied his father, archaeologist Sven Nelson, was on an dig in Egypt. There they discovered a pyramid in which Kent found the body of a man over ten feet tall. The being, still alive, mentally ordered Kent to press a lever which released him, but also released a gas that killed Sven Nelson.

Nabu, who came from the planet Cilia, consoled the boy over his father's death, and taught him the secrets of magic, of molecular control, and of converting energy into matter and back again. These secrets were given to Kent Nelson, said Nabu, so that he might fight crime and mystic evil on Earth. Finally, Nabu created a golden helmet and medalion which he bequeathed to the young man, saying that he would henceforth be known as Dr. Fate, and then, leaving his mortal form, instilled his being within the helmet, so that "Dr. Fate" would be an entity separate from Kent Nelson, existing only when Nelson donned the helmet.

As Dr. Fate, Kent Nelson first battled his nemesis Wotan to free a girl named Inza Cramer, who later became his wife. In November 1940, Dr. Fate gathered together five other costumed heroes to aid him in rescuing Batman, Green Lantern, and Flash, and thwarting Hitler's planned invasion of England. He thus became one of the founding Justice Society members.

However, some years later, fearful of Nabu's growing hold upon him, Nelson discarded his original helmet and fashioned a new half-helmet that left him with only his powers of flight, super-strength, and near-invulnerability (his lungs were his one vulnerable spot). Kent Nelson abandoned his Dr. Fate identity later in the war, though he re-

# Synopsis: The Justice Society of America

covered his original helmet to aid the Spectre and Wonder Woman in an adventure on V-J Day.

After that, Dr. Fate was not seen again until 1963 when, probably in a more equitable relationship with Nabu, he donned his full helmet again to aid the Justice Society and Justice League in their first teaming. Dr. Fate has taken part in most Justice Society cases and many solo adventures since then. One of the few surviving JSA members, he has recently joined the new Justice League.

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- 10. THE HOURMAN (Rex Tyler):** Charter Member  
First appearance: *Adventure Comics* #48, March 1940  
Origin: *Adventure Comics* #48  
Base of operations: New York City  
Membership: *All-Star Comics* #3 through #7; *Justice League of America* #21 to present  
Last appearance: *Last Days of the Justice Society Special* #1



The logo for Hourman, featuring the word "HOURMAN" in a bold, yellow, blocky font with a black outline. A small "TM" trademark symbol is located at the bottom right of the word.

**Synopsis:** The only Justice Society member who was also a charter member of the Freedom Fighters, Hourman is secretly Rex Tyler, chemist and inventor of a drug called Miracle which gives him the strength of many men for one hour. To keep track of the time, Hourman hung an hourglass about his neck while fighting crime in costume. For a time in the early 1940s, he was mentor to a "kid gang" of assistants who called themselves the Minute Men of America. Hourman was also a charter Justice Society member, recruited by Dr. Fate to help stop Hitler's attempted invasion of Britain.

After only a few adventures with the group, however, Hourman dropped out, realizing that he was becoming addicted to Miracle, with debilitating side-effects. At that point, he was drafted by Uncle Sam into the original Freedom Fighters, who sought to battle the Nazis on the parallel world Earth-X, where the planet was in even greater danger of Axis conquest. Hourman was thought dead after a Japanese Zero appeared to have killed all the original Freedom Fighters save Uncle Sam, but he was found alive and

a captive of Baron Blitzkreig when Uncle Sam returned to rescue him with several new Freedom Fighters.

During that adventure, he found that Phantom Lady's black-light ray could stimulate his super-powers to action without his having to take a Miracle pill, and he later resolved to try to discover a duplicate of that ray which would release him from his Miracle dependency. By the 1960s, he had developed a new form of Miracle which did not have quite the same addictive properties as the original, and resumed his crime-fighting career with the revived Justice Society.

Soon afterward, he married actress Wendi Harris and had a son, Rick Tyler, who followed in his footsteps (against his father's wishes), and became the new Hourman, a member of Infinity, Inc. In 1986, Hourman passed beyond the mortal plane in the Justice Society's last case.

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- 11. THE RED TORNADO (I) (Abigail Mathilda "Ma" Hunkel)**

First appearance: *All-American Comics* #3, June 1939 (as Ma Hunkel); *All-American Comics* #20, October 1940 (as the Red Tornado)

Origin: *All-American Comics* #20

Base of operations: New York City

Membership: *All-Star Comics* #3

Last appearance: *All-American Comics* #59



The logo for The Red Tornado, featuring the words "THE RED TORNADO" in a stylized, red, blocky font with a black outline. A small "TM" trademark symbol is located at the bottom right of the word "TORNADO".

**Synopsis:** The original Red Tornado was "Ma" Hunkel, a brawny housewife and mother in New York City, whose son was a friend of the young cartoonist, Scribbly Jibbet. After her daughter Sisty and Scribbly's brother Dinky were kidnapped by gangster Tubbs Torponi, she overheard Scribbly and her son talking about how the Green Lantern would clean up on Torponi if only he were here. Ma Hunkel had the kids describe Green Lantern to her, and then, inspired, created a costume for herself out of red long underwear and other items, including a pot with eye-holes for a helmet.

# Synopsis: The Justice Society of America

Thus did Ma Hunkel become the Red Tornado, terror of neighborhood crime, who waded into Torponi and his hoods on their home ground, and rescued the youngsters.

Ma Hunkel continued her double identity as the Red Tornado (whom everyone else thought was a man) for some years, making the neighborhood safe for honest working men, and battling crooks and Nazi agents with the help of Sisty and Dinky in their own costumed identities as the Cyclone Kids.

The Red Tornado was never a formal member of the Justice Society. She crashed their first meeting, but left abruptly when she realized she had torn her pants.

## 12. JOHNNY THUNDER and his THUNDERBOLT

First appearance: *Flash Comics* #1, January 1940

Origin: *Flash Comics* #1

Bases of operations: Appleville and New York City

Membership: *All-Star Comics* #6 through #39 (appears in all but #36); *Justice League of America* #37 to present

Last appearance: *Last Days of the Justice Society Special* #1



**JOHNNY  
THUNDER**  
TM

Synopsis: Johnny Thunder was mentally the "weak sister" of the Justice Society members, being, as the Thunderbolt once put it, "so dumb he thought a polar cap was something to keep your head warm." Nonetheless, he was a good-humored and even occasionally brave sort, and indirectly, he had power enough to stand in the first rank of the Justice Society, in the form of his magical pink Thunderbolt, which could do almost anything when he said the words "Ce-i-U" ("Say, you" in English).

John L. Thunder, the son of bank clerk-cum-streetcar conductor Simon Thunder, was born July 7th, 1917 at 7 a.m., which placed him in the precise cosmological configuration to receive the power of the Bahdnisian Thunderbolt. Accordingly, a Bahdnisian tribe directed by a shaman kidnapped the infant, subjected him to a mystic ritual in which

"Ce-i-U" was chanted seven times, and clasped about his waist a golden belt which, if worn until the age of seven, would give him the power to command the Thunderbolt, which would in turn make the Bahdnisians masters of the world. Through a series of misadventures, Johnny found himself back in his parents' care just before he had reached age seven. On his seventh birthday, a seven-day downpour of rain signified to the Bahdnisians that Johnny had gained the Thunderbolt's power, and the shaman sent emissaries to try to recover him.

Finally, in 1939, Johnny inadvertently learned of the Thunderbolt's power when he used it to save the life of a fellow window washer at the Kash 'N' Karry Department Store. Soon afterwards, though unaware of how he did it, he used the Bolt to ward off attacking Bahdnisian spies. This started a series of further escapades, usually pitting Johnny against some form of local crime, with the Thunderbolt always bailing him out in the nick of time.

Gradually, Johnny discovered the nature of his "power", and he and the Thunderbolt got on speaking terms... although the T-Bolt, being much smarter than Johnny, became more exasperated and sarcastic as the decades wore on. Johnny Thunder crashed the first Justice Society meeting when the Thunderbolt fulfilled his wish to attend and, shortly thereafter, was inducted as a full member.

Johnny Thunder and his Thunderbolt served with the Justice Society throughout the war years and into 1948. He helped out the Black Canary in her early career, until discovering that the blonde beauty was romantically interested in detective Larry Lance, and not himself. The Thunderbolt did not appear in Johnny's last several outings with the JSA, and finally, Johnny himself left the group, and Black Canary became a member in his stead.

Sometime afterward, Johnny was taken prisoner by the Bahdnisians, but he was eventually rescued by Superman, and remained in Bahdnisia for some years to teach its citizens the ways of democracy. Johnny was one of the JSA members kidnapped in 1963 by Vandal Savage, and thus became a semi-active member of the revived team. Finally, both Johnny Thunder and his Thunderbolt passed beyond the mortal plane in 1986 in the last case of the Justice Society.

Johnny Thunder does have an Earth-1 counterpart, but the Earth-1 Johnny Thunder is a criminal who also had the power to use the Thunderbolt, but for wicked ends. He has twice used it to bedevil the Justice Society and Justice League but, since the Crisis on Infinite Earths, has probably become non-existent. Johnny also has an Earth-2 namesake in female private detective Jonni Thunder, who has a different Thunderbolt-like power, and who is currently a semi-regular character in *Infinity, Inc.*

# Synopsis: The Justice Society of America

## 13. STARMAN (Ted Knight)

First appearance: *Adventure Comics* #61, April 1941

Origin: *All-Star Squadron* #41

Base of operations: New York City

Membership: *All-Star Comics* #8 through #23; *Justice League of America* #29 to present

Last Appearance: *Last Days of the Justice Society Special* #1



**Synopsis:** Wealthy playboy Ted Knight, inspired by witnessing a battle between Batman and Robin and some thieves, and by his cousin Sandra (alias the Phantom Lady), completed an unfinished Gravity Rod designed by Prof. Abraham Davis, and charged it with cosmic rays, enabling him to defy gravity, or use its beam to disintegrate matter. With the rod as a weapon, he designed the uniform and identity of Starman, and after putting his services at the disposal of F.B.I. agent Woodley Allen, captured a criminal called Dr. Doog.

Starman continued his battle against crime, until by chance he joined the Justice Society in their battle against Ian Karkull and his minions, and was nominated for membership, which he won in the JSA's battle against Professor Elba. Starman continued to serve the Justice Society until he married and retired his costumed identity later in the 1940s.

Ted Knight's wife perished sometime prior to 1964, since by that year he had returned to his Starman identity and to the Justice Society, and had improved his weapon, making it a Cosmic Rod with abilities on a par with Green Lantern's power ring.

In the mid-1970s, after a broken leg put him out of action for a while (and in which his Starman activities had considerably lessened, anyway), Ted Knight gave a duplicate of his Cosmic Rod to the Star-Spangled Kid. He later rejoined the JSA as a more active member just before the Justice Society's last case, in which Starman and his colleagues passed from the mortal plane.

## 14. DR. MID-NITE (Dr. Charles McNider)

First appearance: *All-American Comics* #25, April 1941

Origin: *All-American Comics* #25

Base of operations: Unnamed city

Membership: *All-Star Comics* #8 through #57; *The Flash* #137 to present

Last appearance: *Last Days of the Justice Society Special* #1



**Synopsis:** In 1941, Dr. Charles McNider was caught in a bomb blast which blinded him and critically injured his patient, who was to testify at the trial of gang boss "Killer" Maroni. McNider retaliated by becoming a writer of crime stories and exposes, dictating them to his former nurse, Myra Mason, and one of those exposes was devoted to "Killer" Maroni.

Still, McNider sought a way to bring Maroni to justice. One night, he was struck in the face by a wounded owl flying through his window, which caused him to tear the bandages from his eyes and discover that he could see in the dark, though not in normal light. With the owl, Hooty, as his pet, McNider devised infra-red glasses to let him see in daylight, invented a blackout bomb which emitted dark smoke that he could easily see through, and became the costumed crusader, Dr. Mid-Nite. As Mid-Nite, McNider operated to save the witness's life, then overpowered Maroni and his henchman and sent both to jail, where the witness's testimony would soon make them permanent residents.

Dr. McNider continued as Dr. Mid-Nite, and joined the Justice Society after enlisting their aid against the evil Professor Elba. He took part in all the rest of their 1940s cases, retiring with the rest of the group in 1951.

Dr. Mid-Nite was kidnapped along with other Justice Society members by Vandal Savage in 1963, and later took part in several Justice League/Justice Society teamings and a handful of 1970s Justice Society cases. He finally passed beyond the mortal plane in the Justice Society's last case.

# Synopsis: The Justice Society of America

Dr. Mid-Nite's modern counterpart, a blind doctor named Beth Chapel, has become the new Dr. Midnight, and is currently affiliated with Infinity, Inc.

## 15. WONDER WOMAN (Diana Prince Trevor; born Princess Diana of Paradise Island); Honorary Member and Secretary

First appearance: *All-Star Comics* #8, December 1941/January 1942

Origin: *All-Star Comics* #8

Base of operations: Washington, D.C.

Membership: *All-Star Comics* #11 through #57 (honorary member in #11-23, appearing in all but #23); *Justice League of America* #55 to *Crisis on Infinite Earths* #12

Last appearance: *Crisis on Infinite Earths* #12



**Synopsis:** Since ancient times, an island within the Bermuda Triangle has been populated solely by a race of mighty women called the Amazons. They are the devoted followers of the goddess Aphrodite, and were always victorious in battle, thanks in part to the magic girdle worn by their queen, Hippolyte. When Hercules briefly tricked her into giving up the girdle, and thus took the Amazons into slavery, Aphrodite gave them the strength to triumph over their captors, on the condition that they must forever wear slave bracelets to remind them of their captivity.

Later, Hippolyte carved a statue of a baby girl and wished that it were alive, a wish that was granted by Aphrodite. The Queen named the child Diana, and raised her as her daughter, marvelling at the super-strength and super-speed she exhibited, which even exceeded that of the other Amazons.

After Diana was grown to young womanhood, she witnessed the crash of an American airplane, and rescued its pilot, Captain Steve Trevor, from the wreckage. She nursed Captain Trevor back to health, and when Aphrodite ordered Hippolyte to send one of her Amazons to America to fight against the power of Mars, Diana won a competition over

her sister Amazons, and was granted the red, white, and blue costume of Wonder Woman. She soon returned Trevor to America, and gained a civilian identity when she posed as nurse Diana Prince, with the latter's consent, while the real Prince went to South America to marry her fiancée.

Wonder Woman was a member of the All-Star Squadron before joining the Justice Society, and was involved in the battle against Per Degaton and his minions on December 7, 1941. Following the JSA's initial confrontation with Brain Wave, she was voted in as official secretary. As such, she played little active role in most Justice Society cases during the 1940s, but had her own busy solo career, and frequently fought alongside the All-Star Squadron. During the late 1940s and early 1950s, Wonder Woman became more active in Justice Society cases, putting her mighty muscles and her magic lasso to good use.

Since she had official government approval due to her many wartime and post-wartime cases with the Army (and with Steve Trevor), Wonder Woman was allowed to remain active as a crimefighter for years after the other JSA members retired in 1951. She eventually married Steve Trevor, although it meant the loss of her immortality, and bore a daughter, Lyta, who is now Fury of Infinity, Inc. Wonder Woman was also among the Justice Society members kidnapped by Vandal Savage and rescued by the Flashes of Earth-1 and Earth-2, which led to the revival of the JSA.

Wonder Woman remained semi-active for some years thereafter, taking part in several JSA/JLA teamups. In the late 1970s, she, like the Flash, revealed her secret identity to the world. Finally, following the Crisis on Infinite Earths, Wonder Woman and Steve Trevor were taken to Olympus to dwell with Zeus and the gods forever.

Wonder Woman has an Earth-1 counterpart, whom she met as early as 1943. The Earth-1 Wonder Woman, a former Justice League member, also married the counterpart of Steve Trevor, but shortly thereafter was reduced to clay by the Anti-Monitor during the Crisis on Infinite Earths.

With the changes in history wrought by the Crisis, Wonder Woman now lives again, but the details of her origin are somewhat different. Moreover, since the Earth-2 Wonder Woman's existence has been erased from history by the events of the Crisis, Fury has since been revealed to be the daughter of another 1940s heroine, also named Fury, rather than the offspring of Wonder Woman and Steve Trevor.

## 16. WILDCAT (Ted Grant)

First appearance: *Sensation Comics* #1, January 1942

Origin: *Sensation Comics* #1

Base of operations: Knickerbocker City

Membership: *All-Star Comics* #24 and #27; *Justice League of America* #46 to present

Last appearance: *Last Days of the Justice Society Special* #1

# Synopsis: The Justice Society of America



**WILDCAT**™

**Synopsis:** Young Ted Grant was too impoverished to pursue the education necessary for a medical career, though his father, a frail man, saw that he gained masterful training in all forms of school athletics. He especially excelled in boxing. (His coach was Joe Morgan, who later coached Al Pratt and Jim Harper to become the Atom and the Guardian, respectively.)

Shortly after the deaths of his parents, Ted came across a nugging in progress, used his fists to help the victim defeat his attackers, and only afterward learned that the man he had helped was "Socker" Smith, the world heavyweight boxing champion. Grateful, and impressed with Ted's pugilism, "Socker" gave him a job as his personal sparring partner.

When he was judged professional enough, Ted was started out in the pro ring, and soon was set against his friend "Socker" for the championship belt. However, Smith's crooked managers put in a fix to ensure Grant's winning, and had secretly loaded his glove with a needle full of poison. The dose was too strong, and "Socker" Smith died in the ring, while Ted Grant became the prime suspect in his murder. Ted later escaped from police escorts after the car they were riding in was wrecked, but was at a loss as to how to bring the real culprits to justice, until he overheard a boy talking about his favorite comic book hero, the Green Lantern. Learning that the Green Lantern had a double identity inspired Ted to do the same, and he donned the black costume of Wildcat, beating and threatening confessions from "Socker's" true murderers.

Ted Grant was cleared, and later won the heavyweight championship, while continuing his crimefighting career as Wildcat.

Wildcat first encountered Justice Society members when he presented a trophy to the Flash, Green Lantern, and Wonder Woman at a sporting event, but he showed up only infrequently for All-Star Squadron cases, and only appeared twice in the 1940s as a Justice Society member. He gave up his Wildcat career in the late 1940s.

Wildcat was brought out of retirement in 1965, when he was kidnapped by an old enemy, the Huntress, and her husband, the Sportsmaster. Thereafter, he participated in several teams-ups between the Justice Society and the Justice League, but his age had slowed him somewhat, and he retired again to run a gymnasium and teach youngsters how to box. Later, in the 1970s, he became a regular JSA member again, but his heroic career was halted when his legs were crippled during the Crisis on Infinite Earths. Yolanda Montez, the daughter of one of his old boxing opponents, then took on the role of Wildcat II and joined Infinity, Inc. During the last case of the Justice Society, Wildcat's legs were healed, and he passed beyond the mortal plane forever.

Wildcat did have an Earth-1 counterpart, who teamed up several times with Batman and once with the Creeper, but who, since the Crisis on Infinite Earths, has become nonexistent.

## 17. MR. TERRIFIC (Terry Sloane; name also spelled Sloan)

First appearance: *Sensation Comics* #1, January 1942

Origin: *Sensation Comics* #1

Base of operations: Unnamed city

Membership: *All-Star Comics* #24; *Justice League of America* #37 to *Justice League of America* #171

Last appearance: *Justice League of America* #171



**MR. TERRIFIC**™

**Synopsis:** Known as the "Defender of Fair Play," Mr. Terrific was Terry Sloane, a child prodigy and star athlete who graduated from college at the age of twelve. He became a fabulously successful businessman, but found himself bored, since nothing appeared a challenge to him, and he contemplated suicide. Roused from his depression by saving a woman who had attempted to kill herself, Sloane heard her tell of her younger brother, who had joined a gang of young thieves under the thumb of "Big Shot," a local hood. Sloane was inspired to create the costume and identity of

# Synopsis: The Justice Society of America

Mr. Terrific, the "Man of a Thousand Talents." As Mr. Terrific, he showed up "Big Shot" as a fake in front of the kid gang, converted them into a "Fair Play Club," and resolved to go on fighting crime in his costumed identity.

Mr. Terrific only participated in a single case in the original run of *All-Star Comics*, but his appearance as a JSA member in a Wonder Woman story set in 1943 indicates that he became a group member, perhaps during an All-Star Squadron case, some years before that. Regardless, Mr. Terrific showed up very few times with either the original Justice Society or the All-Star Squadron in the 1940s, finally retiring his heroic identity in 1947.

He took his costume out of mothballs in 1965 to help the Justice Society battle the evil Johnny Thunder of Earth-1, and thereafter appeared with the team six more times before being killed by an old enemy, the Spirit King, during a JLA/JSA meeting in 1979. The Spirit King has not yet been brought to justice for his crime.

Mr. Terrific had no counterpart on Earth-1, or any successor on the post-Crisis Earth.

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## 18. THE BLACK CANARY (I) (Dinah Drake Lance)

First appearance: *Flash Comics* #86, August 1947

Origin: *Secret Origins of Super-Heroes* 1978

Base of operations: Gotham City

Membership: *All-Star Comics* #41 through #57; *Justice League of America* #21 to *Justice League of America* #74

Last appearance: *Justice League of America* #74; amended in *Justice League of America* #220



**BLACK  
CANARY™**

Synopsis: Dinah Drake was the daughter of Richard Drake, a detective on the Gotham City Police Force, whose wife died shortly after Dinah's birth. Drake came from a long line of policemen and crimefighters, and was determined that his daughter would continue the tradition. To that end, he trained her physically and intellectually to be a total crimefighter, and intended her to join the police force

when he retired. Dinah proved skilled in the martial arts and helped her father and his rookie partner, Larry Lance, on several occasions.

Drake died of a heart attack, which Dinah believed was partly brought on by her rejection as an applicant to the Police Academy. She opened a flower shop, but her passion was still fighting crime, and her attention was caught by reports of other crimefighting heroes in town, the Batman and the Green Lantern. Inspired by her father's nickname for her, "Little Bird," she became the costumed Black Canary, stealing Robin Hood-fashion from criminals, and soon crossed the path of Johnny Thunder, who aided her with his Thunderbolt. She soon helped the Justice Society on several cases, even saving the members' lives by summoning Wonder Woman and the Amazons' Purple Ray in one instance. Finally, after she aided them against the Injustice Society, the JSA voted her in as a full member.

After the Justice Society retired in 1951, Dinah married Larry Lance, who was now a private detective, and laid aside her costume for twelve years. The couple had a daughter, also named Dinah, but in her infancy the vengeful Wizard cursed the child with a destructive sonic "cry." This resulted in the child's exile in another dimension for seventeen years, for safety's sake.

In 1963, Black Canary came out of retirement to participate in the first Justice League-Justice Society team-up, and took part in most of their teamings until 1969. In that year, her husband was killed saving her from the monstrous Aquarius. After the villain was destroyed, she asked Superman to take her to Earth-1, but, in the limbo between the Earths, discovered that she was dying from the mystic residue of the blast that had killed Larry. At her request, her memories were transferred to the brain of her still-comatose daughter, who then took her place on Earth-1 after her death. Black Canary's demise remained a secret, even from her daughter (who believed herself to be the original Black Canary), until recent years.

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## 19. ROBIN (Richard "Dick" Grayson)

First appearance: *Detective Comics* #38, April 1940

Origin: *Detective Comics* #38

Base of operations: Gotham City

Membership: *Justice League of America* #55 to *Crisis on Infinite Earths* #12

Last appearance: *Crisis on Infinite Earths* #12

Synopsis: Dick Grayson was the son of the husband-wife team of acrobats, John and Mary Grayson. His parents fell to their deaths from a trapeze while Dick was still a boy, in what was presumed to be an accident, but which he soon learned was arranged by minions of political boss George Zucco to extort protection money from the circus that employed them. Dick was intent on revealing the plot to the police, but he was stopped by the Batman, who told him that the powerful Zucco would have him murdered if he told

# Synopsis: The Justice Society of America

what he knew. Since Batman had become a crimefighter when his parents were killed by criminals, Dick Grayson was able to persuade the Caped Crusader to take him on as his partner. After a period of intensive training, Dick emerged as the brightly costumed Robin, the Boy Wonder. Robin helped the Batman battle Zucco and produced evidence that sent the crime-boss to prison. After proving his worth, Robin was allowed to stay on as Batman's permanent partner.



Robin was not a Justice Society member in the 1940s, but he was a member of the All-Star Squadron. After he left Wayne Manor upon reaching maturity to become a lawyer and a diplomat, the adult Robin was finally admitted to the Justice Society in 1967. He was later part of the short-lived "Super-Squad" with the Star-Spangled Kid and Power Girl, and as Dick, took a pivotal role in the controversial Batman Diary Case. Robin met his final fate in the Crisis on Infinite Earths, when he, the Huntress, Kole, and the Ten-Eyed Man were killed by the Anti-Monitor's shadow-demons.

Robin has two Earth-1 counterparts: Nightwing, the Earth-1 Dick Grayson, who is now leader of the New Teen Titans, and Jason Todd, who has succeeded Dick as Batman's new partner.

created an android super-hero, the Red Tornado, as part of a scheme to destroy both the Justice Society and the Justice League. As was later revealed, the android became imbued at the moment of its creation with the life-force of the Tornado Champion, an alien super-being, with the result that while the Tornado Champion lost its memory of its previous existence, the Red Tornado became possessed of the emotions and sentience of a true living being. Until recently, only the Red Tornado's fellow JLA member, Firestorm, was aware of this aspect of the Tornado's origin.



The Red Tornado possessed the power to transform his body into a living whirlwind, which also enabled him to fly at super-speed. Continuing as a super-hero and JSA member after Morrow's defeat, the android hero was thought destroyed in a battle against the Iron Hand (Justice League of America #102), but was actually hurled through a dimensional rift to Earth-1, where he joined the Justice League. Even when it became possible for him to return to Earth-2, he chose to remain with his new teammates in the JLA.

During the events of *Crisis on Infinite Earths*, the Red Tornado was again thought to have been destroyed, but was instead transformed into a living tornado-being, in which form he has severed his ties with humanity and with both the JSA and JLA.

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## 20. THE RED TORNADO (II) (John Smith)

First appearance: *Justice League of America* #64, August 1968

Origin: *Justice League of America* #64 to 65; amended in *Justice League of America* #193

Base of operations: Mobile (on Earth-2); New York City (on Earth-1)

Membership: *Justice League of America* #64 to *Justice League of America* #102

Last appearance: *Justice League of America Annual* #3

Synopsis: Taking the name from the comical former associate of the Justice Society, criminal scientist T. O. Morrow

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## 21. THE STAR-SPANGLED KID (Sylvester Pemberton Jr.; later SKYMAN)

First appearance: *Star-Spangled Comics* #1, October 1941

Origin: *Star-Spangled Comics* #1

Bases of operations: Unnamed city and Los Angeles, California

Membership: *All-Star Comics* #64 to *Infinity, Inc.* #1

Last appearance: Still active

# Synopsis: The Justice Society of America



**Synopsis:** The Star-Spangled Kid was a member of both the Seven Soldiers of Victory and the All-Star Squadron during the 1940s, together with his adult partner, Stripesy. Like Batman and Robin and many other early "mystery-men", they did not possess superhuman powers. After the Seven Soldiers were hurled into various eras of the past in their 1950s battle against the Nebula-Man, they were forgotten by the world until rescued and returned to the present by the JSA and the Justice League in the 1970s.

Stripesy then retired, but the Kid was given a duplicate of Starmen's Cosmic Rod, which he later redesigned as a Cosmic Converter Belt, and was voted into the Justice Society after forming the short-lived "Super Squad" with Robin and Power Girl. In the 1980s, he left the JSA to form his own team, Infinity, Inc., whose members are the offspring and proteges of the Justice Society members, and eventually changed his super-hero name to Skyman.

The Star-Spangled Kid was one of the few JSA members to survive the team's final case. For a more complete synopsis of his career, see the entry for the Seven Soldiers of Victory in a later issue of this Index.

than his, however, and Kara did not age naturally during the voyage. Thus, she emerged on Earth as a young woman in her late teens when Superman was already in his late middle age. He began training her in secret, much as Earth-1's Superman had done with Supergirl.



Power Girl's abilities approximate those of Supergirl, but to a lesser degree. She is not invulnerable, only resistant to harm, and has less strength and speed than the Earth-1 Superman, although her abilities far outstrip ordinary humans'.

However, Power Girl proved an independent spirit, and soon disregarded Superman's dictum to remain unknown to the world at large. Together with Robin and the Star-Spangled Kid, she formed a self-appointed Super-Squad which aided the reactivated Justice Society. She and the Kid were soon invited to join the JSA itself, as Robin had already done some years earlier. Wonder Woman then used Amazon science to give Kara the knowledge of computer software she used to secure employment in her civilian identity as Karen Starr. Power Girl also served briefly as a member of Infinity, Inc., the team composed of the JSA members' offspring.

As one of the few members to survive both the Crisis on Infinite Earths and the Justice Society's last case, Power Girl found herself a being without a past in the new universe created by the merging of the former parallel Earths. Since the Earth-2 Superman and the Krypton he came from had been erased from history, she could not possibly be his cousin.

Power Girl only recently learned that she is actually a survivor of ancient Atlantis and the granddaughter of Arion, its master mage.

Over 45,000 years ago, when Arion had reached old age, he performed genetic experiments upon Kara, probably to increase her physical and mental powers. These experiments created a nexus through which Gam Daanuth, Arion's evil brother, was able to reach from his prison on Darkworld and possess the infant girl, using her to focus his power, and thus threaten Arion and his world. Arion countered this by

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**22. POWER GIRL** (Karen Starr; born Kara Zor-L of Krypton-2 (Earth-2 origin); born Kara of Atlantis (new origin))

**First appearance:** *All-Star Comics* #58, February 1976

**Origin:** *All-Star Comics* #58; amended in *Showcase* #97 (Earth-2 origin); *Secret Origins* (second series) #11 (new origin)

**Base of operations:** Metropolis

**Membership:** *All-Star Comics* #64 to present

**Last appearance:** Still active

**Synopsis:** Kara Zor-L, cousin of the Earth-2 Superman, was also sent into space in a rocket when the distant planet Krypton exploded. Her vessel landed on Earth decades later

# The All-Star Index

having a crimson soul-shard thrown at Daanuth which, having once contained the soul of Aron's and Daanuth's father, had the power to tear the evil mage from Kara's body and banish him from Earth's dimension, with Aron following to finish the battle. Kara's body was trapped in the soul-shard, which Aron dispatched with a sentient portion of his being to find a place and time for her to settle, knowing that, if he lost his war with Daanuth, she would be endangered if she remained in Atlantis.

Kara aged only 20 years while 45,000 years passed on Earth, and when the Aron-spirit emerged in Earth-2, it discovered the original Superman and judged him a worthy guardian for Kara. Thus, fabricating a false identity and memories for Kara, it made her believe she was a Kryptonian and the daughter of Superman's uncle Zor-L. Converting the soul-shard to the shape of a spacecraft, Aron released her in the sight of Superman, who named her Power Girl.

## 23. THE HUNTRESS (Helena Wayne)

First appearance: *All-Star Comics* #69, November-December 1977

Origin: *DC Super-Stars* #17

Base of operations: Gotham City

Membership: *All-Star Comics* #72 to *Crisis on Infinite Earths* #12

Last appearance: *Crisis on Infinite Earths* #12



Synopsis: The last "second-generation" Justice Society member and one of the three members to also be a member of Infinity, Inc., the Huntress was Helena Wayne, daughter of the Batman and the Catwoman. Helena, the Waynes' only child, became a lawyer, but when her mother was forced by blackmail to become the Catwoman again and commit a final crime in 1977, one which resulted in her death, Helena took up the identity of the Huntress to hunt down her

mother's blackmailer and bring him to justice. Helena continued her Huntress career, with Robin privy to her double identity, while her father, who had since retired his Batman identity and become Police Commissioner of Gotham City, never knew her secret till the day he died.

The Huntress employed athletic ability and a small cross-bow in her fight against crime, becoming a member of the Justice Society soon after the start of her career, after aiding the team against the Strike Force and the criminal Huntress, Wildcat's old foe. She also maintained an active solo career in Gotham City.

In 1984, she dropped out of the Justice Society to become a charter member of Infinity, Inc., although she soon left the group when their Los Angeles-based operations conflicted with her Gotham City law practice.

Finally, in 1985, the Huntress died alongside Robin, the Ten-Eyed Man, and Kole during the Crisis on Infinite Earths, killed by the Anti-Monitor's shadow-demons.

## DC Special #29 August-September 1977

### Cover Credits

Artist: Neal Adams (Signed)

Letterer: Gaspar Saladino

### STORY

"The Untold Origin of the Justice Society" (34 Pages)

#### Prologue

Chapter One: "Gotham City, U.S.A."

Chapter Two: "Glasgow, Scotland"

Interlude: "Salem, Massachusetts"

Chapter Three: "Berlin, Germany"

Chapter Four: "America"

Chapter Five: "Dover, England - Invasion"

Chapter Six: "Berlin, Germany"

Chapter Seven: "The English Channel"

### Credits

Editor: Joe Orlando

Plotter, scripter: Paul Levitz

Penciler: Joe Staton

Inker: Bob Layton

Letterer: Bill Morse

Colorist: Anthony Tollin

Dedicated to: Gardner Fox and Sheldon Mayer

### Feature Characters

**Superman** (chronologically in between *Action Comics* #32 and #33)

**Batman** (chronologically in between *Detective Comics* #47 and #48)

# DC Special

**Flash and Hawkman** (last chronological appearance of both in *Flash Comics* #13; next chronological appearance of both in *All-Star Comics* #3)

**Green Lantern and Atom** (last chronological appearance of both in *All-American Comics* #22; next chronological appearance of both in *All-Star Comics* #3)

**Sandman and Hourman** (last chronological appearance of both in *Adventure Comics* #58; next chronological appearance of both in *All-Star Comics* #3)

**Spectre and Dr. Fate** (last chronological appearance of both in *More Fun Comics* #63; next chronological appearance of both in *All-Star Comics* #3; teamed with the above eight heroes as the **Justice Society of America**, which appears next in *All-Star Comics* #3; the origin of the Justice Society is revealed in this story)

**Helmut Streicher** (first chronological appearance; next chronological appearance, as the Red Panzer, in *Wonder Woman* #228)

**Professor Stauffen** (first and only appearance to date; a Nazi scientist)

**Admiral Wilhelm Von Krupp** (first appearance; dies in this story)

**A general, a field marshal, and other Nazi soldiers** (first and only appearance of all to date)

**The Valkyries** (first chronological appearance, next chronological appearance in *Wonder Woman Spectacular* 1978)

**Two kidnappers** (first and only appearance of both to date)

## Guest Appearance

**Commissioner Gordon of Earth-2** (chronologically in between *Detective Comics* #47 and #48)

## Other Characters

**President Franklin Delano Roosevelt of Earth-2** (last chronological appearance in flashback in *All-Star Squadron* #65; next chronological appearance in flashback in *All-Star Squadron Annual* #3)

**William Stephenson of Earth-2** (also called "Intrepid"; first appearance, behind the scenes only; first name revealed in his next chronological appearance in *All-Star Squadron* #36)

**Mr. Smythe** (probably not his real name, as implied in *America vs. the Justice Society* #1; first and only appearance to date; an agent of "Intrepid")

**Agent Digby of British Intelligence** (first and only appearance to date)

**British soldiers** (first and only appearance to date)

**U.S. Army soldiers** (first and only appearance to date)

## Cameo Appearances

**Power Girl, Star-Spangled Kid, Mr. Terrific, Dr. Mid-Nite, Johnny Thunder and his Thunderbolt, Red Tornado I, Red Tornado II, Wonder Woman, Black Canary, Starman, Wildcat, and Robin** (all pictured on splash page)

## Comments

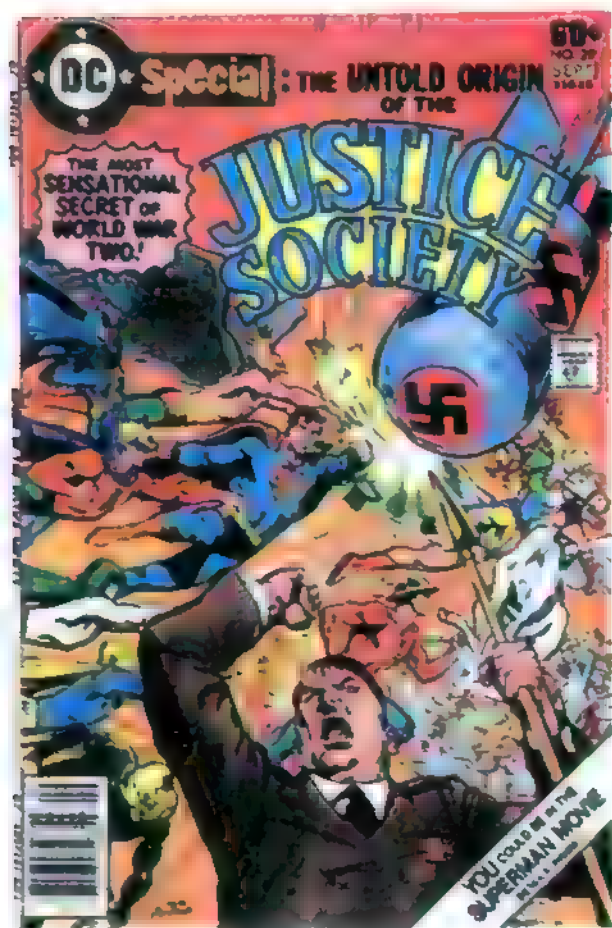
This story takes place in November 1940, as revealed in *America vs. the Justice Society* #1.

For the purposes of this Index, all Feature Characters in any story who are known to have counterparts on Earth-1, such as Superman, Batman, Flash, Green Lantern, Hawkman, Atom, and Sandman in this story, may be taken to be the Earth-2 characters without a special notation as such.

Hawkman is mistakenly depicted wearing the wrong mask in this story.

## Synopsis

To help thwart the invasion of Britain by Nazi Germany in November of 1940, President Roosevelt supplies British Intelligence with the services of Batman, Flash, and Green Lantern.



## Villains

**Adolf Hitler of Earth-2** (last chronological appearance in flashback in *World's Finest Comics* #246/*All-Star Squadron* #9; next chronological appearance in flashback in *All-Star Squadron* #44)

# The All-Star Index

The three heroes undertake a secret mission against fifth columnists in Scotland, but are defeated by Helmut Streicher and his giant robot, and are taken to Berlin to be executed by Adolf Hitler, who wields the Spear of Destiny which supposedly pierced the side of Christ on the cross.

Dr. Fate, learning of their capture, takes Hourman with him to free the heroes, but Valkyries are summoned from the Asgardian plane to battle them. Fate then summons Sandman, Atom, Hawkman, and the Spectre from America to help the British successfully repel the German naval attack. Then the heroes unite in attempting to stop a long-range bomber from launching a missile over the White House, but their efforts are in vain until Superman appears, destroys the bomber, and (with Fate's help) catches the bomb. The Atom saves President Roosevelt from being killed by a Valkyrie, whereupon the warrior-maidens vanish.

The President then suggests that the heroes remain together as an army regiment. The Spectre and Dr. Fate see perils ahead that they must confront as a team, but Superman refuses to be part of a military unit. They shall fight in the cause of justice, and so their group is named the Justice Society of America.

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## All-Star Comics #1

### Summer 1940

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#### Cover Credits

Artists: **Creig Flessel** (Sandman vignette); **Everett E. Hibbard** (Flash vignette); **Jon L. Blummer** (Ultra-Man vignette); **Bernard Bailey** (Spectre vignette; all vignettes reproduced from interior panels)

Letterer: **Unknown** (see second Comment for the first story in this issue)

#### FIRST STORY

[No title] (8 pages)

#### Credits

Editors: **Max C. Gaines** (managing editor) and **Sheldon Mayer** (assistant editor) and **Ted Udall** (story editor; see Comment below)

Plotter, scripter: **Gardner Fox**

Penciler, inker: **Sheldon Moldoff**

Letterer: **Unknown** (see second Comment below)

#### Feature Character

**Hawkman** (in between *Flash Comics* #7 and #8)

#### Villains

**Trygg** (a sorcerer), **Beldame Gaffy** (a witch), and **several zombies** (first appearance of all; all die in this story)



#### Other Characters

**Margo and Jan** (first and only appearance of both to date; Trygg's niece and nephew)

#### Comments

Regarding editors' credits, where not otherwise specified, the first name listed will that of the managing editor, the second that of the assistant editor, and the third that of the story editor.

Regarding letterers' credits, while it is possible to discern the different styles of the various letterers employed by DC Comics during the 1940s, few records remain to aid in their identification by name. Therefore, except in cases of typographical lettering, all lettering credits for the 1940s issues covered in this Index will be omitted and may be regarded as unknown. Anyone with information regarding the identities of specific letterers is invited to contact the authors.

This issue includes a letter from the editors explaining that *All-Star Comics* is intended to incorporate the favorite features from *Adventure Comics*, *All-American Comics*, *Flash Comics*, and *More Fun Comics*. Readers are invited to send in suggestions for features to be included in or excluded from the next issue. The first 500 readers to send in suggestions with the coupon provided are to receive free copies of issue #2.

# All-Star Comics

## Synopsis

In the Welsh mountains, Hawkman saves a brother and sister from their uncle Trygg, a sorcerer who wishes to kill them for their inheritance, and from his ally, a witch named Beldame Gaffy, and an army of zombies.

## SECOND STORY

[No title] (8 pages)

## Credits

Editors: Max C. Gaines and Sheldon Mayer and Ted Udall

Plotter, scripter: Gardner Fox

Penciler, inker: Creig Flessel

## Feature Character

Sandman (in between *Adventure Comics* #52 and #53)

## Villains

Dom and Jed (first and only appearance of both to date; two brothers)

## Other Characters

New York City police (see Comment below)

## Comment

No attempt is made in this Index to chronologize the appearances of such recurring unnamed characters as the police of the various cities inhabited by the heroes, as chronological analysis of the various heroes' series in other comics has not yet been completed.

## Synopsis

Sustaining a bullet wound in the shoulder, the Sandman nevertheless overcomes a thieving pair of twin brothers.

## THIRD STORY

[No title] (7 pages)

## Credits

Editors: Max C. Gaines and Sheldon Mayer and Ted Udall

Plotter, scripter: Sheldon Mayer

Penciler, inker: Jon L. Blummer

## Feature Character

Gary Concord, the Ultra-Man (not to be confused with Ultraman of the Crime Syndicate of America or with Ultra Man of the Adult Legion of Super-Heroes; in between *All-American Comics* #16 and #17)

## Supporting Character

The President of North America (first appearance; appears next in *All-American Comics* #18)

## Villains

Lord Cricket (first appearance; the ambassador of Sylvania; dies in this story) and his aide (first and only appearance to date)

Colonel Kreig (first and only appearance to date)

## Other Characters

Alec (first and only appearance to date; Gary Concord's pilot)

The citizens of North America in 2240 A.D. (in between *All-American Comics* #16 and #17)

## Synopsis

When war breaks out between two European nations, Toutonia and Balkania, America suffers an economically damaging import loss, polarizing citizens into supporters of each warring power.

Ultra-Man discovers that the culprit behind the American havoc is Lord Cricket, ambassador from Sylvania, who wishes to have the American uranium mines for himself. In a battle broadcast coast-to-coast, Ultra-Man defeats Lord Cricket, and exposes his machinations. This helps to stop the European war, and returns the nation to a sounder financial footing.

## FOURTH STORY

[No title] (8 pages)

## Credits

Editors: Max C. Gaines and Sheldon Mayer and Ted Udall

Plotter, scripter: Gardner Fox

Penciler, inker: Everett E. Hibbard

## Feature Character

Flash (last seen in *Flash Comics* #7; next chronological appearance in flashback in issue #3)

## Villains

John "Clutch" Widdies and his unnamed accomplice (first and only appearance of both to date)

## Other Characters

Police Commissioner Gardner (first and only appearance to date)

Keystone City police (see Comment for the second story in this issue)

Two haberdashery clerks (first and only appearance of both to date)

Mrs. Jones (first appearance; dies before this story begins)

## Synopsis

The Flash, appointed a police detective by Commissioner Gardner, uses his tremendous speed to solve the murder case of a widow who was killed for her money.

## FIFTH STORY

[No title] (10 pages)

## Credits

Editors: Max C. Gaines and Sheldon Mayer and Ted Udall

Plotter, scripter: Jerry Siegel

Penciler, inker: Bernard Bailey

# The All-Star Index

## Feature Character

**Spectre** (in between *More Fun Comics* #57 and #58)

## Supporting Character

**Police Chief Cliffland** (in between *More Fun Comics* #55 and *More Fun Comics* #58)

## Villains

**Dr. Cragg** (first appearance; dies in this story) and **Nick Brant** (also called "Bates" in this story; first and only appearance to date)

**Pete and his hireling** (first and only appearance of both to date; arsonists)

## Other Characters

**Fire Warden Zane, a woman and her child** (first and only appearance of all to date)

## Cameo Appearances

**Dr. Cragg's murder victims** (as spirit apparitions)

## Synopsis

When an epidemic of tenement fires breaks out in Cliffland, the Spectre investigates. He finds that the fires are caused by arsonists in the employ of the tenements' owner, Dr. Cragg, to collect the insurance when the structures burn. When confronted by the Spectre, the villain dies of fright.

## SIXTH STORY

[No title] (4 pages)

## Credits

Editors: **Max C. Gaines** and **Sheldon Mayer** and **Ted Udall**

Plotter, scripter: **Albert Sulman**

Penciler, inker: **Joseph Sulman**

## Feature Character

**Biff Bronson** (in between *More Fun Comics* #57 and #58)

## Villains

**Remembo** (Jackson; first and only appearance to date)

**Agent X** (first and only appearance to date)

## Other Characters

**An aircraft plant owner** (a friend of Biff Bronson) and **Mulligan** (his assistant; first and only appearance of both to date)

**Two theatre employees** (first and only appearance of both to date)

## Synopsis

Biff Bronson foils the attempted sale to a foreign power of plans for a new bomber which have been memorized by Remembo, a mnemonic artist.

## TEXT STORY

"Exile to Jupiter" (2 Pages)

## Credits

Editors: **Max C. Gaines** and **Sheldon Mayer** and **Ted Udall**

Plotter, scripter: **Evelyn Gaines**

Penciler, inker: **Sheldon Mayer**

## Comment

This is a science fiction short story, with no continuing characters.

## SEVENTH STORY

[No title] (6 pages)

## Credits

Editors: **Max C. Gaines** and **Sheldon Mayer** and **Ted Udall**

Plotter, scripter: **Unknown**

Penciler, inker: **Bernard Bailey**

## Feature Character

**Hourman** (name rendered "Hour-Man" in this story; in between *Adventure Comics* #52 and #53)

## Villains

**John Blair, Blackie** and **his hireling** (first and only appearance of all to date)

## Other Characters

**Peggy and her father** (first and only appearance of both to date)

**The director of a Civilian Conservation Camp** (first and only appearance to date)

## Synopsis

Hourman, after putting out a forest fire which threatens a Civilian Conservation Corps camp, also undoes the plan of John Blair to force Peggy and her father to turn over the land they own in Mill Meadows to him, so that he may make a huge profit selling it to the government.

## EIGHTH STORY

[No title] (8 pages)

## Credits

Editors: **Max C. Gaines** and **Sheldon Mayer** and **Ted Udall**

Plotter, scripter: **Unknown**

Penciler, inker: **William Smith**

## Feature Characters

**Red, White, and Blue** (Red Dugan, Whitey Smith, and Blooey Blue; all in between *All-American Comics* #16 and #17)

# All-Star Comics

## Supporting Characters

**The head of G-2 and Doris West** (both in between *All-American Comics* #16 and #17)

## Villains

**Wolf Mechant** (first appearance; dies in this story)

**Ig Kluk** (first and only appearance to date; an Eskimo working for Mechant)

**Kavinese agents** (first appearance; all die in this story)

## Other Characters

**Hal Cool** (first and only appearance to date; a G-2 agent)

**Mr. and Mrs. Spear Forty Seals** (first and only appearance to date; an Eskimo couple)

## Synopsis

The head of G-2 in Washington assigns Red, White, and Blue to a "vacation" in Alaska, where they are actually to track down vanished agent Hal Cool. With the help of their ally Doris West, the three agents discover a plot by the Kavinese, an enemy nation, to harness the power of a nearby volcano against the U.S. However, they succeed in destroying the invaders with the volcano and in rescuing Hal Cool.

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## All-Star Comics #2

Fall 1940

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## Cover Credits

Artist: Unknown

Letterer: Typography

## FIRST STORY

[No title] (8 pages)

## Credits

Editors: Max C. Gaines and Sheldon Mayer and Ted Udall

Plotter, scripter: Gardner Fox

Penciler, inker: Sheldon Moldoff

## Feature Character

**Hawkman** (in between *Flash Comics* #10 and #11)

## Villains

**Nyola** (first appearance; an Aztec priestess; appears next in *All-Star Squadron* #51) and **other Aztec Indians** (first and only appearance to date)

## Other Characters

**Chet Norris** (a writer) and **Irene Norris** (his sister; first and only appearance of both to date)

A **female victim** (dies before this story begins), a **Mexican sheriff**, a **Mexican policeman**, and a **New York City policeman** (first and only appearance of all to date)



## Comment

This issue includes a letter from the editors explaining that, as a result of the poll in the previous issue, Green Lantern and Johnny Thunder have been added as regular features in *All-Star Comics*, and that Dr. Fate will also be added in the next issue. Readers are invited to send in suggestions for features to be published in their own quarterly titles. The first 1000 readers to send in suggestions with the coupon provided are to receive free copies of issue #3.

## Synopsis

Finding a drowned girl far from water, Hawkman is led to an Aztec temple in Mexico, near Chichen Itza. Hawkman prevents the Aztec priestess Nyola from sacrificing an American girl to her god, Yum-Chac, to gain revenge against author Chet Norris, her brother, who had written a book about the tribe.

## SECOND STORY

[No title] (7 pages)

## Credits

Editors: Max C. Gaines and Sheldon Mayer and Ted Udall

Plotter, scripter: Bill Finger

Penciler, inker: Martin Nodell

# The All-Star Index

## Feature Character

**Green Lantern** (in between *All-American Comics* #19 and #20)

## Villains

**Baron Von Zorn** (a Nazi agent), his gang, and his "robot-men" (first and only appearance of all to date)

## Other Characters

**Morgue attendants** (first and only appearance to date)

## Comment

Alan Scott is revealed to have attended medical school for two years in this story.

## Synopsis

When Baron Von Zorn, an Axis agent, tries to ready America for conquest by wreaking havoc with drug-altered humans who become "robot-men," the Green Lantern intervenes. He restores these pawns to normal, and brings Von Zorn into custody.

## THIRD STORY

[No title] (8 pages)

## Credits

Editors: **Max C. Gaines** and **Sheldon Mayer** and **Ted Udall**

Plotter, scripter: **Jerry Seigel**  
Penciler, inker: **Bernard Baily**

## Feature Character

**Spectre** (in between *More Fun Comics* #60 and #61)

## Supporting Character

**Police Chief Cliffland** (in between *More Fun Comics* #60 and #61)

## Villains

**Kulak** (first appearance; high priest of Brztal; appears next in *All-Star Squadron* #20)

**The legions of Brztal** (first and only appearance to date; possibly destroyed in this story)

## Other Characters

**The curator of the Oriental Museum** (first and only appearance to date)

**Benson** (first and only appearance to date; a museum guard)

**A desert wanderer** and **African natives** (first and only appearance to date)

**The citizens of Cliffland** (in between *More Fun Comics* #60 and #61)

## Synopsis

When an American archaeological expedition unearths and so violates the tomb of Kulak, priest of the lost civilization of Brztal, his spirit unleashes terrible curses on mankind in retaliation. The Spectre battles Kulak and his minions and, by requesting the Ring of Life from the Voice, manages to subdue his foe and put his efforts to naught.

## FOURTH STORY

[No title] (8 pages)

## Credits

Editors: **Max C. Gaines** and **Sheldon Mayer** and **Ted Udall**

Plotter, scripter: **Gardner Fox**  
Penciler, inker: **Creig Flessel**

## Feature Character

**Sandman** (last seen in *Adventure Comics* #55; appears next in *New York World's Fair Comics* 1940)

## Villain

**Lorimer** (first appearance; Sir Basil Lorimer's brother; dies in this story)

## Other Characters

**Sir Basil Lorimer** (first appearance; dies in this story) and his **butler** (first and only appearance to date)

**Two U.S. Treasury guards** (both die in this story) and a **detective** (first and only appearance of all to date)

## Synopsis

The evil brother of scientist Sir Basil Lorimer kills him, after using Sir Basil's expertise to fashion a ball of metal that emits radiation when activated. He uses this ball to kill guards and commit fantastic thefts, until he is brought to bay by the Sandman, who turns the villain's own gun on him in self-defence.

## FIFTH STORY

[No title] (8 pages)

## Credits

Editors: **Max C. Gaines** and **Sheldon Mayer** and **Ted Udall**

Plotter, scripter: **Unknown**  
Penciler, inker: **William Smith**

# All-Star Comics

## Feature Characters

**Red, White, and Blue** (Red Dugan, Whitey Smith, and Blooey Blue; all in between *All-American Comics* #19 and #20)

## Supporting Characters

**Doris West** (in between *All-American Comics* #19 and #20)

**The head of G-2** (last seen in *All-American Comics* #19; appears next in *New York World's Fair Comics* 1940)

## Villains

**Professor Leaman, Truck Bieler, Rusty, and their gang** (first and only appearance of all to date)

## Other Characters

**Sherm** (a G-2 chemist) and a **G-2 clerk** (first and only appearance of both to date)

**A fire chief, firemen, and a truck driver** (the latter dies in this story; first and only appearance of all to date)

## Synopsis

Red Dugan, his pals Whitey and Blooey, and Doris West foil a plot by the evil Professor Leaman to destroy the secret records of G-2 with a gas that temporarily blanks out writing from documents.

## SIXTH STORY

[No title] (6 pages)

## Credits

Editors: **Max C. Gaines** and **Sheldon Mayer** and **Ted Udall**

Plotter, scripter: **John B. Wentworth**

Penciler, inker: **Stanley Asch**

## Feature Character

**Johnny Thunder** and his **Thunderbolt** (last seen in *Flash Comics* #10; appear next in *New York World's Fair Comics* 1940)

## Supporting Characters

**Daisy Darling** (last seen in *Flash Comics* #10; appears next in *New York World's Fair Comics* 1940)

**Herman Darling** (in between *Flash Comics* #10 and #11)

## Villains

**Hiram Croaker, Faber and his gang** (first and only appearance of all to date)

## Other Characters

**Mr. Throstle** (first and only appearance to date; Herman Darling's employee)

**A policeman and various gamblers** (first and only appearance of all to date)

## Synopsis

When Herman Darling, father of Johnny Thunder's girlfriend Daisy, buys property formerly controlled by political boss Hiram Croaker, he finds it difficult to close down Croaker's gambling ring or to erect an apartment house there, until Johnny Thunder and his magic Thunderbolt step in to save the day.

## TEXT STORY

"The Invisible Star" (2 Pages)

## Credits

Editors: **Max C. Gaines** and **Sheldon Mayer** and **Ted Udall**

Plotter, scripter: **Evelyn Gaines**

Penciler, inker: **Unknown**

## Comment

This is a science fiction short story, with no continuing characters.

## SEVENTH STORY

[No title] (6 pages)

## Credits

Editors: **Max C. Gaines** and **Sheldon Mayer** and **Ted Udall**

Plotter, scripter: **Unknown**

Penciler, inker: **Bernard Baily**

## Feature Character

**Hourman** (last seen in *Adventure Comics* #55; name rendered "Hour-Man" in this story, appears next in *New York World's Fair Comics* 1940)

## Supporting Characters

**Jimmy Martin, Thorndyke, and the Minute Men of America** (all in between *Adventure Comics* #55 and #56)

**Mr. Bannermain** (in between *Adventure Comics* #55 and #56)

## Villains

**Dr. Morte and Longo** (first and only appearance of both to date)

# The All-Star Index

## Other Characters

**Robert T. Davis** (first and only appearance to date, owner of Golden Eagle Mine)

**Mr. Bannermain's brother-in-law** (first and only appearance to date; head of Bannermain Labs)

## Synopsis

With the help of the Minute Men of America, Hourman cleans up a phony spiritualist racket run by the evil Dr. Morte.

## EIGHTH STORY

[No title] (8 pages)

## Credits

Editors: **Max C. Gaines** and **Sheldon Mayer** and **Ted U'dall**

Plotter, scripter: **Gardner Fox**

Penciler, inker: **Everett E. Hibbard**

## Feature Character

**Flash** (in between *Flash Comics* #10 and #11)

## Supporting Character

**Joan Williams** (last chronological appearance in flashback in next issue; appears next in *Flash Comics* #14)

## Villains

**"The Boss"** and his gang (first and only appearance of all to date)

## Other Characters

**Mr. Baxter** and **Anne Baxter** (his daughter; first and only appearance of both to date)

**New York City policemen**

## Synopsis

A gangster captures the entire staff of a newspaper in an attempt to force its publisher, Baxter, to sell out to him, so the Flash puts together an entire morning edition of the paper and distributes it himself, before catching the crooks and freeing their captives

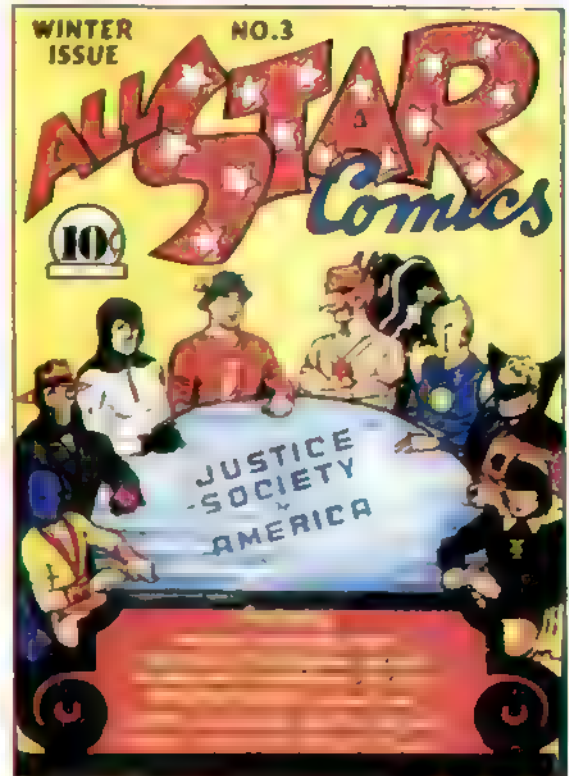
## All-Star Comics #3

Winter 1940

## Cover Credits

Artist: **Everett E. Hibbard**

Letterer: **Typography**



## STORY

**"The First Meeting of the Justice Society of America"** (60 pages)

## Credits

Editors: **Max C. Gaines** and **Sheldon Mayer** and **Ted U'dall**

Plotter, scripter: **Gardner Fox**

Pencilers, inkers: **Everett E. Hibbard** (pages 1–11, 52, 60), **Sheldon Moldoff** (pages 12–18), **Bernard Bailey** (pages 19–30), **Sheldon Mayer** (page 31, page 37, panels 7 and 8, page 44), **Creig Flessel** (pages 32–36, page 37, panels 1–6), **Howard Sherman** (pages 38–43), **Ben Flinton** (pages 46–51), and **Martin Nodell** (pages 53–59)

# All-Star Comics

## Feature Characters

**Flash** (becomes chairman of the Justice Society as of this story, though not explicitly stated in story)

**Green Lantern, Hawkman, Atom, Sandman, Spectre, Dr. Fate, and Hourman** (name rendered "Hour-Man" in this story; first appearance of these eight heroes as the charter members of the **Justice Society of America**, continuing from the team's chronologically earliest appearance in *DC Special* #29)

## Guest Stars

**Johnny Thunder and his Thunderbolt** (last seen in *Flash Comics* #13; Johnny's flashback adventure in this story is a 2-page text story titled "Guarding an Heiress")

**Joan Williams** (last chronological appearance in *Flash Comics* #6; appears in flashback; next chronological appearance in previous issue)

**Shiera Sanders** (chronologically in between *Flash Comics* #2 and #3; appears in flashback)

**Dian Belmont** (in between *Adventure Comics* #51 and #52; appears in flashback)

**Inza Cramer** (in between *More Fun Comics* #63 and #64; appears in flashback)

**Daisy Darling** (in between *Flash Comics* #13 and #14; appears in flashback text story)

**Mary James** (in between *All-American Comics* #22 and #23; appears in flashback)

**Irene Miller** (last seen in *All-American Comics* #22; appears in flashback)

## Villains

**Burly Billy and the crew of the Nancy K** (first and only appearance of all to date; appear in flashback)

**Mazda the Great and his Fire Ghosts and a native minion** (first appearance; all die in flashback in this story)

**Oom** (first appearance; appears next in *All-Star Squadron* #51) and **his dragon** (first and only appearance to date; both appear in flashback)

**Durant and the "Hourman Gang"** (first and only appearance of all to date; appear in flashback; **Bill** named in this story)

**Dr. Faversham** (first and only appearance to date; appears in flashback)

**A wizard** (dies in this story), **his phantom soldiers, an Egyptian priestess, and the Three Witches of Endor** (first and only appearance of all to date; all appear in flashback)

**Edgar Egwell, Jr. and his hirelings** (first and only appearance of all to date; appear in flashback text story)

**"The Boss" and his gang** (not to be confused with the villains in the 8th story in the previous issue; first and only appearance of all to date; appear in flashback, **Mike** named in this story)

**Commissioner Lacy, "Ape" and other members of his gang** (first and only appearance of all to date; appear in flashback)

## Guest Appearances

**Red Tornado (I)** (real name misspelled "Hunkle" in this story; in between *All-American Comics* #21 and #22; this is her only appearance with the Justice Society, but she is later counted as a member)

**Mr. Bannermain** (in between *Adventure Comics* #58 and *Adventure Comics* #65; appears in flashback)

**Police Chief Cliffland** (in between *More Fun Comics* #63 and #64; appears in flashback)

## Other Characters

**Tim Rogers and Mary Rogers** (his daughter; both appear in flashback; first and only appearance of both to date)

**Five victims of Oom** (including a **museum guard**; first appearance; all probably die in flashback)

**Two security guards** (first appearance; both die in flashback)

**Regina Paige** (first and only appearance to date; Mr. Bannermain's niece; appears in flashback)

**U.S. Mint guards and a policeman near Clinton College** (first and only appearance of all to date; appear in flashback)

**Theresa Drew and her father** (first and only appearance to date; appear in flashback text story)

**Appleville police** (appear in flashback text story)

**Victims of Dr. Faversham** (first and only appearance of all to date; one dies in this story; one behind the scenes only; all appear in flashback)

**A messenger** (first and only appearance to date; appears in flashback)

**Police Commissioner Mason, newspaper photographers** (**Mike** named in this story), **an editor, a judge, and Paul Pryer** (an investigative reporter; first and only appearance of all to date; all appear in flashback)

**The mayor, citizens, and police of an unnamed city** (first and only appearance of all to date; see fifth Comment below; all appear in flashback)

**An Apex Broadcasting employee** (first and only appearance to date; appears in flashback)

**A New York city newsboy, a Midtown Hospital nurse and doctor, and a Cliffland bookstore and antique shop owner** (first and only appearance of all to date; all appear in flashback)

**Hotel guests, natives, a coroner, charity ball guests, and police of an unnamed city** (first and only appearance of all to date; all appear in flashback)

# The All-Star Index

Hospital security guards, two Calvin College students, and U.S. Army soldiers (Jim named in this story; first and only appearance of all to date; all appear in flashback)

## Comments

The story continues in part in the next issue.

This is the first Justice Society of America story and the first appearance of the team, continuing from its chronologically earlier appearance in *DC Special* #29.

This story takes place November 22, 1940, as revealed in *America vs. the Justice Society* #1.

Krakatoa is misspelled "Kakatao" throughout the Hawkman flashback.

The Green Lantern flashback does not take place in his home town of Gotham City, whose police commissioner is Commissioner Gordon, not Commissioner Mason.

## Synopsis

Johnny Thunder (and later the Red Tornado) crashes the first meeting of the Justice Society, at a dinner where Johnny suggests that each member tell the story of a case he was recently involved in.

The Flash tells how he helped raise a sunken Spanish galleon, and Hawkman tells of his battle against Mazda and his Fire Ghosts. The Spectre recounts his first meeting with the evil entity called Oom, Hourman relates his encounter with a gang who wore duplicates of his costume, and the Sandman tells of his conflict with the mad Dr. Faversham. Dr. Fate recalls his fight with a wizard who tried to kill him and Inza Cramer. Johnny Thunder reveals how he foiled a kidnapper, and the Atom delineates his halting of a gold shipment robbery. Green Lantern tells of how he and a famed radio reporter helped unseat a crooked police commissioner.

While the meeting is in session, the Flash is asked by the head of the F.B.I. to have the Justice Society meet with him in Washington, to which the other members agree

## All-Star Comics #4

March-April 1941

## Cover Credits

Artist: Everett E. Hibbard

## STORY

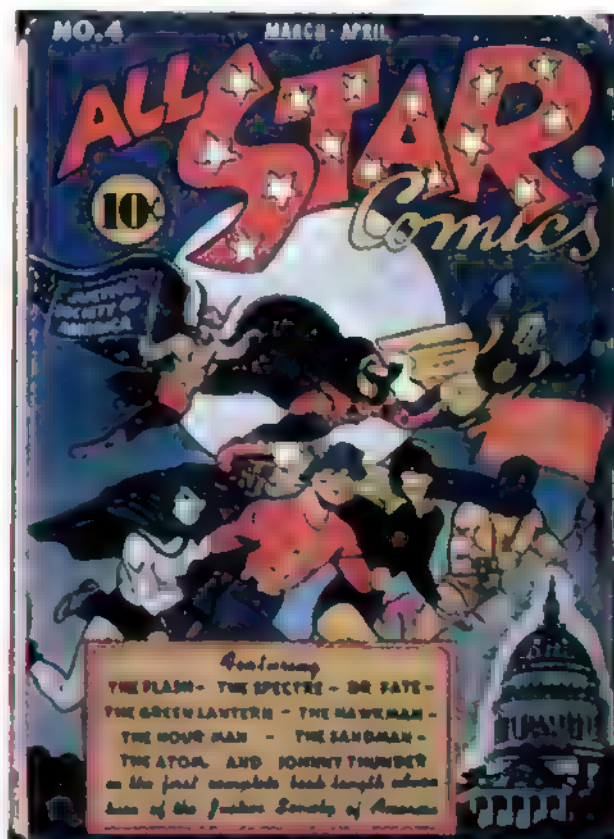
"For America and Democracy" (58 pages)

## Credits

Editors: Max C. Gaines and Sheldon Mayer and Ted Udall

Plotter, scripter: Gardner Fox

Pencilers, inkers: Everett E. Hibbard (pages 1-10, 55-58), Martin Nodell (pages 11-17), Bernard Bailey (pages 18-30), Howard Sherman (pages 31-36), Creig Flessel (pages 37-42), Sheldon Moldoff (pages 43-50), and Ben Flinton (pages 51-55)



## Feature Characters

Flash, Green Lantern, Hawkman, Atom, Sandman, Spectre, Dr. Fate, and Hourman (name rendered "Hour-Man" in this story)

## Guest Stars

Johnny Thunder and his Thunderbolt

Irene Miller (appears next in *All-American Comics* #23)

Shiera Sanders (in between *Flash Comics* #13 and #14)

## Villains

Fritz Klaver and the Grey Shirts (first and only appearance of all to date; a fifth columnist organization)

The Baron, Dorgoff, Panzer, Carl, Joe McInzo, and Dagger Dan Donelli (first and only appearance of all to date)

# All-Star Comics

**Hans, Captain Erdner, and Masters** (first appearance of all; all die in this story)

**The Vampire Globes** (first appearance; all destroyed in this story)

## Guest Appearance

**Mr. Blake** (last seen, behind the scenes, in *All-American Comics* #20; appears next in *All-American Comics* #23)

## Other Characters

**J. Edgar Hoover of Earth-2** (not named in this story; first appearance; appears next as "G. Henry Mover" in *Batman* #8)

**An F.B.I. file clerk** (first and only appearance to date)

**Krapek** (first appearance; boss of WXF transmitter in Springfield; dies in this story)

**Factory workers in Detroit and Pittsburgh** (first and only appearance of all to date)

**Citizens of Red River, Oklahoma and El Paso, Texas** (first and only appearance of all to date)

**Ryan** (first and only appearance to date; owner of an Oklahoma oil well)

**Oklahoma oil well guards** (first appearance; all die in this story)

**Bill and his sister** (secretary of the El Paso Patriot; first and only appearance of both to date)

**The editor of the El Paso Patriot** (first and only appearance to date)

**Finney** (first and only appearance to date; inventor of the Flying Fortress)

**Pilots of a Flying Fortress** (first and only appearance to date)

**Buddy** (first and only appearance to date; a student at Tri-State College)

## Comments

This story takes place during the week following the story in the previous issue.

A retelling of this story appears in *All-Star Squadron* #67.

This issue includes a letter from the editors explaining that, as a result of the poll in issue #2, the Flash has been awarded his own quarterly title. Readers are invited to send in suggestions for a name for Flash's new comic that will not be confused with *Flash Comics*. A total of \$25.00 in cash prizes is offered for the best suggestions and the first 500 readers to send in suggestions with the coupon provided are to receive free copies of issue #5.

## Synopsis

At the request of the Chief of the F.B.I., the members of the Justice Society move against fifth columnists, who seek to destroy America from within on behalf of the Axis powers. These hidden enemies are directed by spy-master Fritz Klaver, leader of the Grey Shirts, a Bund organization.

The Flash stops the Grey Shirt activity in Michigan, while Green Lantern battles the Baron and his radio-jamming dirigible. The Spectre stops sabotage at a Pittsburgh munitions factory, Hourman exposes evil-doing at the Oklahoma oil fields, and Dr. Fate uncovers a sabotage plot at the Boston Navy Yard. Sandman shields an anti-Axis newspaper editor in El Paso from Grey Shirt attacks, while Hawkman foils fifth columnists who seek to destroy a Flying Fortress, and the Atom stops student subversion at Tri-State College.

Then, after learning that Klaver is based in Toledo, Ohio, where the Atom and Johnny Thunder have already been taken captive, the heroes apprehend the master manipulator and his closest aides, while Johnny Thunder's Thunderbolt deposits Klaver's house, with the heroes and villains inside, outside F.B.I. headquarters in Washington, D.C.

## TEXT STORY

"A Fortune Teller's Fortune" (2 pages)

## Credits

Editors: Max C. Gaines and Sheldon Mayer and Ted Udal

Plotter, scripter: Unknown

Penciler, inker: Sheldon Mayer

## Feature Character

Johnny Thunder (appears next in *Flash Comics* #14)

## Supporting Characters

Daisy Darling (appears next in *Flash Comics* #14)

Mrs. Darling (first and only appearance to date; Daisy's mother)

## Villain

Mogi the Magnificent (first and only appearance to date)

## Synopsis

Johnny Thunder encounters Mogi, a phony fortune teller, and manages to bring him to justice after he steals a pearl necklace from Daisy Darling while the girl is in a hypnotic state.

## A Brief Explanation of the DC Comics Index

This is the seventh in an ongoing series of comprehensive indexes to all of the DC Comics to appear since the company began publishing in 1935. In this series, we intend to examine every issue of every DC comic book and to provide you with a color reproduction of the comic's cover, a complete listing of the creative people involved in producing the comic, a complete listing of all of the characters who appear in each story, a summary of what happened in each adventure, and various other information.

It is our goal that every DC comic title will get a series of *The DC Comics Index* devoted solely to it. Heroes who have headlined in more than one title—notably, Superman and Batman—will have a separate series of the *Index* devoted to each title. In the case of some (but not all) features which have migrated from one title to another—such as *Legion of Super-Heroes*, which appeared in *Adventure Comics*, *Action Comics*, and *Superboy* before being awarded a comic bearing the name of the feature—we will bring together all appearances of the feature in one index series. Maxi-Series, Mini-Series, and features with short spans will be indexed in related groups.

All comics indexed in a series will run in serial order, beginning with the first issue or the earliest issue that features the series being indexed. For instance, *The Superman Index* will begin with *Superman* #1, while *The Teen Titans Index* will begin with *The Brave and the Bold* #64, the first comic to feature the group of heroes who would become the Teen Titans. Non-DC Universe stories that appear in DC Comics will not be fully indexed or synopsized. Each of the index entries is as explanatory as possible. Some of the criteria we used to create an entry are provided below.

### Cover Credits

It usually takes many people to produce a comic book cover, from conception and design through coloring and production, and it is impossible to credit them all. The Artist, responsible for the basic execution of the cover, does the lion's share of the work. If more than one artist works on a cover, some usually pencil and the others usually color.

The artist sometimes works from someone else's layout or design, and sometimes someone else touches up or redraws parts of the picture. Design work, layouts, touch-ups, and other ancillary work are usually credited in the Cover Credits.

The Letterer hand-letters any captions or word balloons on the cover other than the logo. It is impossible to guess the letterer when lettering is mechanically typeset or laid down from transfers, so each lettering is called "typographical."

Records of artists and letterers are sometimes unavailable, particularly for covers that appeared many years ago, so the identities of the cover artists and letterers are the best guesses that the indexers at DC's current editors and art staff can make. Credits other than Artist or Artists and Letterer appear where known.

### Story Information

Story titles are given as they appear on the title pages, not as on the covers or in coming attractions. When a story lacks a title or title page (a rare occurrence), a note to this effect appears as a Comment.

Story credits are taken from the credits as published. As with cover credits, it is impossible to credit everybody who worked on a story, but whenever additional information is available, it appears in the *Index*. If the published credits in a story are incorrect, the *Index* corrects them wherever possible.

### Characters

All major characters, and most minor ones, are classified into seven categories, although all seven may not be needed to fully index a story. Bystanders, random police officers, random gangsters, background characters, and so forth, are not usually listed unless they appear elsewhere in more prominent roles.

The seven character categories are: Feature Characters, characters to whom the title of the feature refers; Guest Stars, characters from other comics who have a major role in the story; Supporting Characters, characters who appear frequently in stories with the feature character(s); Villains, the antagonists of the feature character(s); Guest Appearances, characters from other comics who have a minor role in the story; Other Characters, characters who do not fall into any of the five previous categories; and Cameo Appearances, characters who do not actually appear in a story but whose images are seen, for example, in photographs, flashbacks, or reminiscences.

The Feature Character is listed only when not obvious from the title of the comic. For example, Superman is always the only feature character in his own comic, but the lineup of the Justice League of America changes occasionally, which requires a Feature Character listing for each indexed issue of *Justice League of America*. Guest Stars are usually major characters who have their own comics, but any character can be a Guest Star. The only qualifications are that the character not usually appear in the comic and that he or she take a major role in the story that is not antagonistic to the feature character(s). A Guest Appearance may be very brief; even a one-panel appearance or an off-panel appearance (for example, in a telephone conversation) counts, as long as the character is physically present.

"Behind the scenes" describes characters who don't appear in a story but whose influence is felt, as, for example, when a Villain works through agents.

There are two different kinds of flashbacks: (1) flashbacks to stories previously told (all of the characters appearing in the flashback are listed under Cameo Appearances unless they make physical appearances elsewhere in the story) and (2) flashbacks to events previously untold (appearances of all the characters in the flashback are treated as physical appearances; many origins are told in such flashbacks, for example). Parenthetical notes to characters' names in the listings explain these special appearances.

### Chronology

A time line for all of DC's comics that allows proper chronological ordering of the appearances of every DC character is far from complete. Nevertheless, some appearances are known to precede or follow others. Whenever chronological information is known reliably but is not obvious from the continuity of the stories, it is noted in parentheses. "First appearance" accompanies a character's listing when the comic is the earliest one in which the character appears. A first appearance is not necessarily a character's chronologically earliest appearance, which might occur, for example, in an origin flashback first told many years later. As a general rule, in the case of feature characters who are members of a team but who also appear in their own features or comics, issue-by-issue chronological notations for these characters are made in the indexes to their own features, not in the index to the team feature. For instance, Superman's chronology is noted in *The Superman Index*, not in *The Justice League of America Index*.

A casual reading of a few Plot Synopses will make it abundantly clear that a whole month does not usually pass for the characters in between monthly issues of a comic. Many issues begin hours or even minutes after the previous month's story. Consequently, a character who has had his own feature for ten years will not have aged ten years in the time it took for those comics to come out. As for trying to determine in what year a given adventure takes place, there's no conclusive answer. Specific dates that appear in stories, as well as mention of current events and popular culture, depictions of contemporary fashions, and usage of contemporary slang, are all what is known as Topical References. These are specific details added by a writer or artist to a story to make it seem current at the time the story is being published. They are not necessarily indicators of when—what year or even what decade—a story took place.

### A Personal Note

As should be obvious to anyone owning both this work and *The Marvel Comics Index*, the format and design of this book (not to mention the wording of this introduction) owe a great debt to my good friend, George Olshesky, author of the *Marvel Index* series, with whose permission I have appropriated both his layout and his succinct prose.

Anyone wishing to contact me with comments, criticisms, and/or additional data for inclusion in possible future updates may do so at the address below. My thanks to all those who have already written to me. It is unfortunately impossible for me to reply to each of you personally, but rest assured that your comments are read and carefully considered.

— Murray R. Ward  
P.O. Box 3693, Station B  
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